VOLUME 2 NOVEMBER 99 ISSUE 8

NEW AGE GAMING SOUTH AFRICA

SOUTH AFRICA'S OWN PC AND PLAYSTATION GAMING MAGAZINE

TOMB RAIDER THE LAST REVELATION

HOT & HUNGRY FOR ADVENTURE

BUMPER ISSUE

HOT REVIEWS

WWF ATTITUDE (PSX)
SLED STORM (PSX)
SHADOW COMPANY (PC)
DARKSTONE (PC)
DRAKAN (PC)
GP 500 (PC)

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ED's Note

MULTIPLAYER MURDER

The question on the floor this month is the nature of the multiplayer beast, what motivates him and why it is always more fun pulping a human head than a computer one...

If you take a step back and look at the whole thing with a fresh and critical pair of eyes you'll quickly realise that Multiplayer gaming has given us the perfect opportunity to kill our fellow man and get away with it. All those painful years of shaking fists or swearing in traffic, sighing too loudly in supermarket queues and staring in disbelief at incorrect invoices from plumbing companies have mentally prepared us for this unique opportunity to calm those throbbing veins. We've now found a safe, easy and even fun way to commit virtual murder, taking it out on those pixels has never been more satisfying. The question that must be raised here is why do we enjoy killing humans more than the artificial intelligence of a computer. Everyone says it's because there is no greater challenge than the human animal. The unpredictable playing style and downright dirty tactics used by man is light-years ahead of any programmed AI routines. This is a perfectly valid point and I would say makes up for about fifty percent of the reason, the other fifty percent is pure malicious intent and the spotlight of fame and glory. How often have you gloated and bragged to anyone who will hear about your last game, how you took out the opposition and made them pay for their sins? All that posturing and gleeful rubbing of hands will go unnoticed by your computer who doesn't really care if you win or lose. The reaction you get and looks of hatred on your friends faces is more than enough payment for playing a good game and it is this emotive reaction we crave that makes multiplayer gaming the best thing out there. In light of this there are some lovely single player games around that rely more on experience than pure killing which is why adventure games tend to live on fondly in memory long after the bright explosions and meaty thuds that pure action games deliver. However, here you are actually playing against a human, the human who designed those puzzles and created the world you play in, so beating an adventure is the same as beating the designer who put it together, very satisfying. I believe if you have no one to brag to or anyone's face to laugh in then the multiplayer game would be about half as popular as it is today. Admit it, there's nothing better than joining a Quake game on the Internet and having everyone there fear, and respect or resent your skills.

FOR THE SECOND TIME

The price increase seems to still be ruffling a few select feathers out there and the main bone of contention seems to be the fact that we haven't 'given you anything extra' to justify the increase. Now I will attempt to make sense by drawing a parallel between the increasing cost of living and the negligible benefits you get from say a petrol price increase for example, so the price of eggs goes up, and do people ask well why should I pay more for the egg? They'll argue that no one has improved on its design or made it taste any better... The problem is prices go up and eggs will still taste and look the same - unfortunately you won't see any direct benefit right now but down the line you will.

Michael James, Editor

Well after much anticipation, we have a new addition to the NAG family. The Ed-in-Chief's baby girl finally arrived and at the worst possible time - during make-up week. While we were putting this issue to bed we had to try and ignore those strange smells emanating from Warren's office, turn a deaf ear to the screaming and above all try to get the new daddy to do some work for a change. We all chipped in and bought a few presents. We thought a Pentium chip shaped teething ring and an adorable furry mouse cover should keep the little one happy until she's ready to start writing reviews. Just remember to keep the child away from the keyboard - drool and electricity don't mix well under any circumstances.

We've got a really big Christmas issue planned for you guys and gals - remember to keep your fingers crossed and you might just get a second CD in your NAG bag, at no extra cost. The December issue will be bigger and like this month, crammed to the rafters with reviews, previews and other gaming news. Just the way you like it. Make sure you're somewhere close to a CNA around the 12th of December because the December NAG is going to fly even though we've increased our print run again...

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SOUTH AFRICA'S OWN GAMING MAGAZINE
AN
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THE AGE OF KINGS

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DEMOS INCLUDED:
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Gorky 17
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Tarzan
Janes USAF
Trickstyle
Delta Force
PHARAOH
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Get into some Unreal action with this month's CD

Pixelized heroine and computer icon Lara Croft returns in Tomb Raider: The Last Revelation. Check out all the action, suspense, drama and curves in our bumper preview on page 38, and see what this title has in store for you.

cover cd

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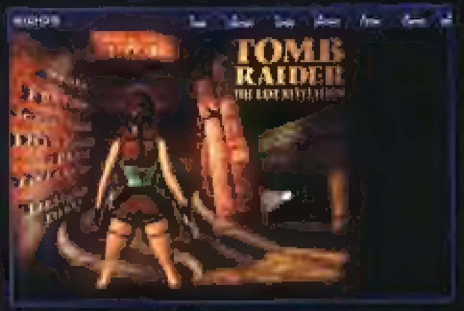
IN WITH THE NEW...

As you may have noticed, we've decided that the old Web page has become a little long in the tooth, so we're trying some new ideas. After all, a page like this deals with a very fickle environment that changes constantly, so we have to keep up the pace!

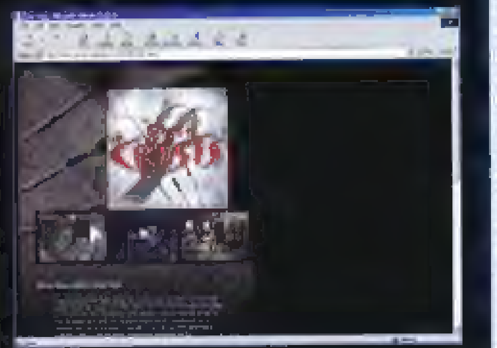


THE RETURN OF EIDOS

It was with great joy that we learned that software giants Eidos are making a very welcome return to our shores. Of course, we are all familiar with their stunning titles - just ask the Ed about Tomb Raider and watch his eyes glaze over! Eidos has one of the best distributor sites on the web, which makes a perfect springboard for finding out more about their titles. Surfing in to *www.eidos.com* will provide you with information on tons of current and upcoming games. In fact, it seems as though the Eidos site is little more than a backbone for several apparently independent sites dealing with their software titles. If it wasn't for the ever present Eidos frame at the top of all the pages, one would swear that the site was little more than a links page! What it is, in fact, is a huge resource for the perusal of Eidos' product range, checking out their corporate information, or making use of online help, to mention but a few options.

One of the titles that can be visited from the Eidos site is Omikron: The Nomad Soul. This dark future game seems to be exactly what the psychiatrist ordered, and full information concerning it can be found here. Of course, we are all, the Ed in particular, waiting for the latest installment of Tomb Raider, entitled the Last Revelation. I have not yet shown this site to the Ed, as we need him to work and not sit and gawk at Lara Croft all day.

HORROR OF HORRORS



Another major distributor with a site worth looking at is Capcom, who are getting ready to release two major titles for the PlayStation. Both titles are set to take the market by storm. They are the two long awaited horror classics-in-the-making, Dino Crisis and Resident Evil 3: Nemesis. Of course, Capcom covers most available game platforms, so you may find yourself blundering through several titles that won't be available to you, but, then again, that's what back buttons are for. Unfortunately, the sites for these

RESIDENT EVIL 3
NEMESIS

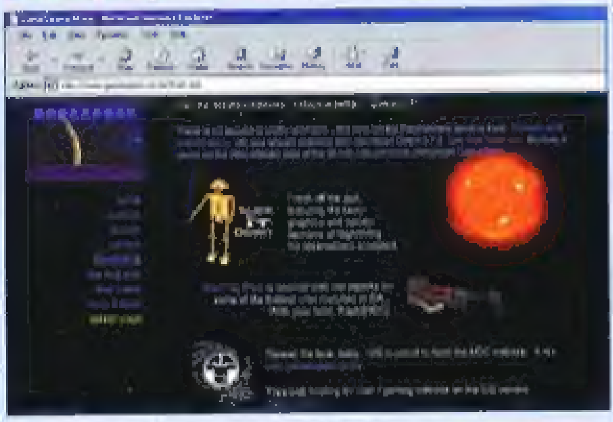
two games, which can be linked to from the Capcom main page at *www.capcom.com*, are sort of sparse, giving only the barest of information about the games. However, just the right amount of information is included in these single bash scream sheets, and they will most certainly serve the surfer well.

Of course, Capcom deals only with console games. Therefore, unless you own a PC and not a PlayStation, this information is pretty useless to you, isn't it? One can only hope that, with the advent of the new console systems coming onto the market, complete with their built in modems, we will be able to have an Internet infrastructure that supports browsing via game consoles. But that's something only time will tell.

NAG's site of the month

It is always really cool to find a web site that looks great, runs well, works, and is produced locally. For just such a site, take a turn through *www.gamespace.co.za*. This is one great looking site!

Game Space is largely dedicated to LAN gaming - particularly clan competitions, and you will find huge amounts of information concerning local clans within its other pages. As a matter of fact, a link to NDC's home page can be found via *www.ndc.gamespace.co.za*. And any clan who wants a site up on

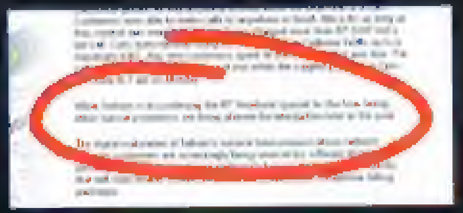


the net can find free hosting through the thoughtful chaps behind the whole Game Space phenomenon. Most of the links and options available on the Game Space site are related to clan gaming, including battle report backs, training tips, servers and the like. Chat areas and notice boards are also provided, to get a handle on what the gamers out there, have to say.

Game Space is largely devoted to Quake, of course, with that being probably the most popular multiplayer series ever. This site features extensive information on Quake 2, and downloads of the new Quake 3 test. However, just to show that they are not biased, a download of the new Unreal Tournament is also available from the site, as well as a link to download the absolutely essential DirectX 7.0. Another link directly from Game Space is to 'Suck It Down', which is apparently another site hosted free of charge by those saintly dudes at Game Space. This one deals mainly with games and, while it is rather opinionated, it is a worthwhile place to visit. The whole site is very impressive. It is a good solid place to surf through, full of excellent information - particularly where local, clan based gaming is concerned.

THE PRICE OF SURFING

Speaking of Internet infrastructure, I am sure that those of you with e-mail will have, at one time or another received one of those little petitions about Telkom's 'Seven Rand Weekend' that proved so popular with net junkies. It seems that a great many people want this service back, and



they want it back now. So, being a sporting kind of chap, I decided to visit the Telkom web site, at *www.telkom.co.za*, to get their side of the story. Needless to say, they didn't say anything about restarting the 'Seven Rand Weekend' on the site. Rather, an offhand comment about 'future promotions' was made in a small article hidden away in their site's news desk section.

Now, you have to ask yourself: wouldn't more people waste their time visiting the Telkom web site if the 'Seven Rand Weekend' was still in operation? I mean, honestly, who wants to visit such a boring site while wasting their hard-earned cash on overpriced telephone services?

20 YEARS OLD!

Okay, back to games. This year just so happens to be Pac-Man's 20th anniversary, and in celebration, Namco, the original creators of this arcade classic, have decided to release Pac-Man World, a fully 3D adventure game featuring that strange little ball who insists on eating other balls (you have to admit, it's a mind boggling concept). This game has a huge site dedicated to it, which can be found linking from *www.namco.com*. Be warned, however, that you had better have Macromedia Flash installed, or your visit will be short lived. Of course, a link to a Flash download site is thoughtfully provided, so you have no excuses. Full information on this exciting new title, including information on all the worlds that Pac-Man visits during his travels, is provided at this site.

Until next month, surfs up!

PAC-MAN WORLD

Disney's
TARZAN™
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Disney's TARZAN
PlayStation
DUAL SHOCK™
Disney INTERACTIVE
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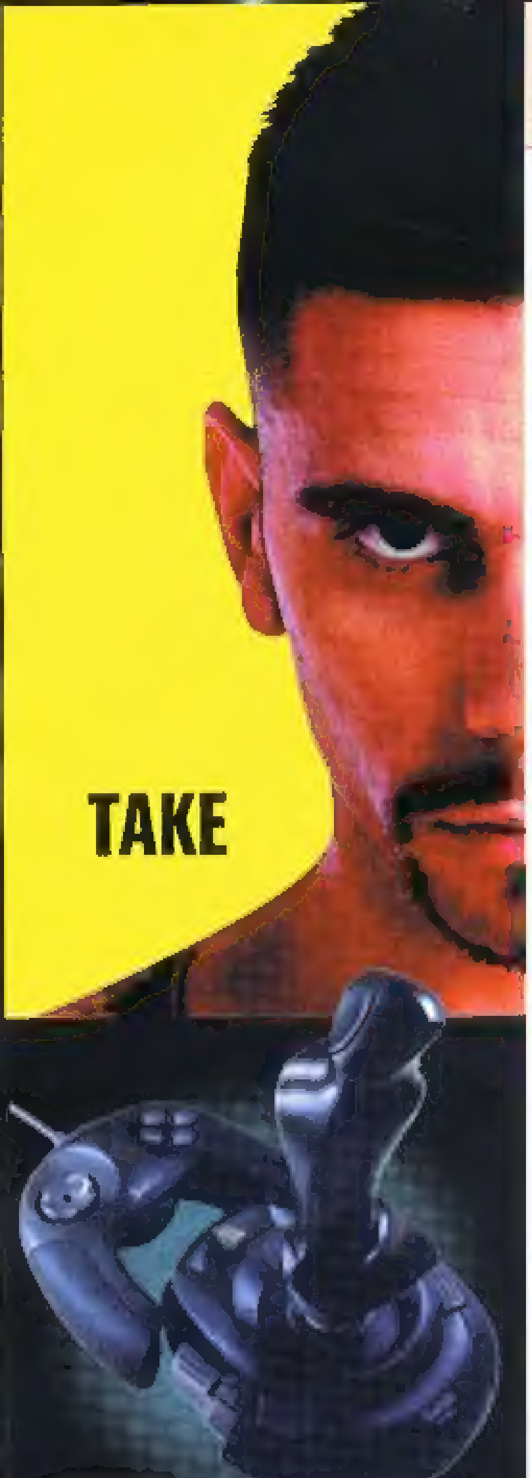
PlayStation



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PIRACY BREAKTHROUGH

The last day of September 1999 saw a massive breakthrough in the fight against software piracy in South Africa. In a joint venture between the SAPS, attorney firm John &

Piracy

Kernick and ALSPA, pirate software with an estimated street value of R10 million was seized from an office in Booysens, Johannesburg. After an extensive surveillance operation, members of the SAPS Mobile Support Team of Johannesburg International Airport took action against the local distributor of these pirate software titles, seizing both PC and PSX titles. In addition to software titles, equipment and parts needed for the "chipping" of Sony PlayStation consoles (a process that allows PSX consoles to make use of pirate software) were also found on the premises. Spokesmen for the SAPS believe that an international crime syndicate may be involved with the distribution of this software in South Africa. It is believed that the software originated in the Far East, and was brought into the country via Australia. Needless to say, this type of large-scale pirate activity costs the electronic entertainment industry millions in lost revenue each year. Representatives of all organisations involved therefore describe the action taken as a huge success. The investigation continues, and although no arrests have been made, it is believed that the perpetrators will be apprehended shortly. This move marks a renewed effort by all involved, and regular, similar actions will be taken in the future, against both large and small-scale pirate operators. So next time you're thinking of making that illegal purchase be it at a flea market or even at your own school or college, watch out, you never know who might be watching you.

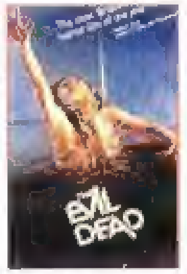
Do your part...

SaFact (South African Federation Against Copyright Theft) is in the forefront of the fight against piracy, but need your help to trace and, ultimately, convict pirates and in doing so protect legitimate traders from the blatant theft of intellectual properties and the bootlegging of products. If you have information of multimedia piracy please contact SaFact on (011) 886-3834 or fax (011) 886-5567. All information will be treated in the strictest of confidence and substantial rewards are offered for successful convictions. Now before you all rush off and start claiming your rewards and clogging up phone lines remember to try and have all your facts together, these people need specific details or you'll just be wasting their time.

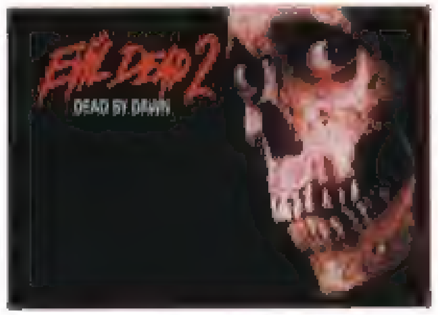
...and we'll do ours

If you want to come clean, now is the time. Send all your pirate software to our postal address for our big Christmas bonfire, all you need to do is put those illegal products into an envelope and post them to us. Don't worry about anyone tracking you down, everything we get we'll treat with the strictest confidence, after all you are doing the right thing. We've received a few of these illicit packages already so thanks to all those people out there who have already sent us their illegal products.

EVIL DEAD IS COMING



Some of you might remember that old movie, Evil Dead from Renaissance Pictures starring the wild-eyed zombie basher Bruce Campbell. You don't? Well go look it up at www.evildead.com and then you'll know what we're talking about. In any case THQ (game developers) have acquired the world wide interactive rights to this infamous cult-horror series of movies for the next five years. Heavy Iron Studios will be helping THQ create this new horror experience on the PlayStation and PC. Heavy Iron Studios have been credited in the interactive and movie business with titles such as Parasite Eve and big Hollywood blockbusters including True Lies, Apollo 13 and Titanic. The first game will be called Evil Dead: Ashes 2 Ashes and for now it's going to be a single player 3D adventure. Gamers will control Ash, the humorous hero from the movies, the game takes place ten years after the last movie as Ash returns to his cabin to battle the forces of evil. The question is, if you know that a bunch of evil monsters are living somewhere, just waiting for you to return, why go back? The game is still far from complete, but as always, is coming soon to scare the life out of you.



MIGHT AND MAGIC III

The 3DO Company has announced the release of Heroes of Might and Magic: Armageddon's Blade, an expansion pack for Heroes of Might and Magic III. The expansion pack will feature 6 new campaigns, 35 new stand-alone scenario maps and 10 new multiplayer maps. There will also be 2 new hero classes and 12 new creature and dragon types. The add-on also adds seven unique High Level Heroes complete with their own characteristics and abilities. To round off the add-on there will also be an advanced campaign and map editor and a new easy to use random map generator.

HEROES III
ARMAGEDDON'S BLADE
3DO

SOLDIER OF FORTUNE

Raven Software have a new game on the drawing boards called Soldier of Fortune, where you'll play a deadly soldier of fortune who's only important mission parameter is to survive. In the game you'll have to take down terrorist organisations, sabotage installations, perform stealthy assassinations or just run in guns blazing. This world of mercenary combat is based on the popular magazine Soldier of Fortune and is promising to deliver the most realistic, covert-operative first person shooter ever, spanning all five continents with a host of unique multiplayer options. The game will feature covert mercenary missions where you play a deadly soldier for hire who journeys across the globe in over 30 missions ranging from a speeding freight train based mission in Africa to Iraqi oil refineries and Russian chemical plants. To aid you in your mission you'll have access to a vicious range of offensive and defensive weaponry including a sniper rifle, white phosphorous grenades and you'll even get to try out a prototype microwave pulse gun. The game is based in reality so if you shoot someone in the leg he'll hit the ground clutching his wound, on the other hand shoot someone in the head and he'll drop dead. There will also be a host of multiplayer options including Assassin where you'll have to track down a predetermined player while someone else hunts you. The game will use an optimised Quake II engine with some of the most advanced 3D graphics to date.

SILVER BULLET

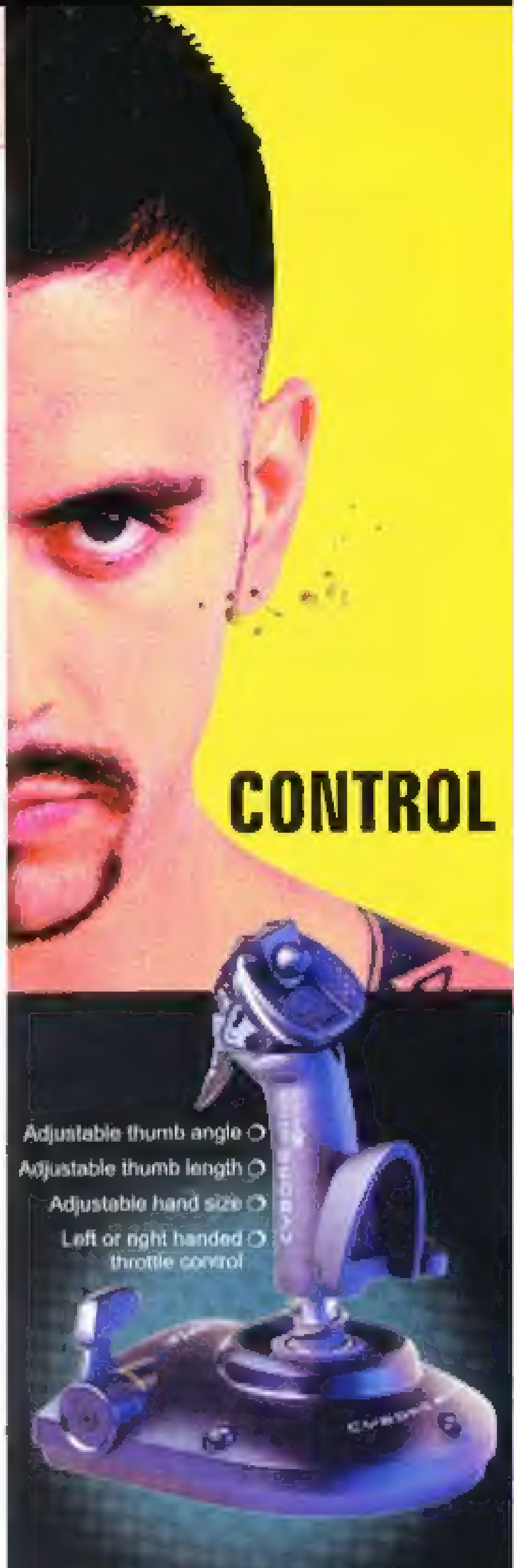
After a number of rumours and speculation on major game sites across the Internet and a few newsgroups, ASC Software has announced that their scary first person game Werewolf The Apocalypse: Heart of Gaia is still under development but has slipped a few notches down the release schedule. Just to prove that everything is still well in the land of full moons and hairy backs ASC has updated their web site with new screenshots and character art. Apparently the werewolf is still alive and well and you can claw your way closer to this title under development at this address www.ascgames.com. They've got some really nasty looking images in there and the game looks like it's shaping up to be the thriller of the year.

MORE STEEL MONSTERS

Good news for those people in this country who ordered RollerCoaster Tycoon from overseas, there's an add-on pack coming, called 'Corkscrew Follies Expansion Pack' in the US and 'Added Attractions' in Europe. This game scored a massive 90% in our June edition this year and now promises to get even better. The original game gave players a plot of land on which to build the ultimate amusement park, everything had to be managed from employees wages right down to the number of hotdog stands in the park and how much people had to pay for a plate of chips. The best part of the game however was building your own Roller Coasters or steel monsters, depending on which part of the train tracks you grew up on. The add-on pack (priced lower) will include historical rides like Virginia Reel and Side Friction Roller Coaster as well as a few modern rides. There will also be new scenery, including a Jungle and Jurassic theme plus many other small additions that will allow budding amusement park tycoons to customise their creations and make them more varied and interesting. It should be available towards the end of November and an original copy of the first game will be required to play, so get out those credit cards and start spending your money online.

SCARY STEPHEN KING

Haven't you ever wondered why there is no F13 key on your keyboard? Well Blue Byte and horror legend Stephen King are collaborating on a special Christmas project entitled Stephen King's F13. The title will explore the possibility of a user striking such a key with startling and perhaps even gruesome results. The legendary author will be overseeing the entire project that surprisingly won't rely on gory special effects to thrill players. The writer also stated that he always wanted to bring a 'horror that frightens' to computers screens around the world in the same successful way his books and movies have scared fans for years. If you're keen on more information and have the stomach for it, go and have a look at www.stephenking.com



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BITS & BYTES

NEW AGE GAMING PRICE COMPARISON

WWF Attitude (PSX)	R 349.99	R 349.00	None	None
Croc 2 (PSX)	R 349.99	R 349.00	R 399.00	R 399.00
Sled Storm (PSX)	R 369.99	R 359.00	R 379.00	R 380.00
Castrol Super Bikes (PSX)	R 459.99	R 469.00	None	None
Army Men 2 (PC)	R 299.99	R 299.00	NA	NA
Darkstone (PC)	R 299.99	R 299.00	NA	NA
Dungeon Keeper 2 (PC)	R 299.99	R 299.00	NA	NA
Tiberian Sun (PC)	R 299.99	R 299.00	NA	NA

*Includes Memory Card

RELEASE LISTS

NEW AGE GAMING TAKES NO RESPONSIBILITY FOR THE ACCURACY OF THIS INFORMATION. ANY OF THE RELEASE DATES MAY BE CHANGED IF THE DEVELOPER DEEMS IT NECESSARY. THE ONLY OFFICIAL SHIPPING DATE THAT MOST DEVELOPERS GIVE THESE DAYS IS, "WHEN IT'S DONE."

PC RELEASE LIST

NOVEMBER

01 - F-18 Super Hornet - INTERPLAY
01 - Gabriel Knight III - SIERRA
01 - Hype: The Time Quest - UBI SOFT
01 - Omikron: The Nomad Soul - EIDOS
01 - Pharaoh - SIERRA
01 - Rayman 2: Great Escape - UBI SOFT
01 - Seven Kingdoms II - UBI SOFT
01 - Sid Meier's Antietam! - EA
01 - Slave Zero - INFOGRAMES
02 - Delta Force 2 - EA
02 - NOX - EA
02 - Odium - MONOLITH
02 - Planescape: Torment - INTERPLAY
02 - Rollercoaster Tycoon Add-on - HASBRO
02 - Sim Theme Park World - EA
03 - Abomination - EIDOS
05 - Star Trek: Hidden Evil - ACTIVISION
09 - Battlezone 2 - ACTIVISION
09 - Earthworm Jim - INTERPLAY
09 - F/A-18: Jane's - EA
09 - Quake III: Arena - ACTIVISION
10 - Asheron's Call - MICROSOFT
15 - Age of Wonders - G.O.D.
15 - SWAT 3: Close Quarters Battle - SIERRA
15 - TRIBES Extreme - SIERRA
16 - Messiah - SHINY
16 - Renegade Racer - INTERPLAY
16 - Test Drive 6 - INFOGRAMES
17 - Official Formula Racing 99 - EIDOS
19 - Silent Hunter II - MINDSCAPE
22 - Half-Life: Opposing Force - SIERRA
22 - Indiana Jones - LUCASARTS
22 - Tomb Raider: The Last Revelation - EIDOS
24 - Crusaders of Might & Magic - 3DO
23 - Star Trek: Klingon Academy - INTERPLAY
24 - Diablo 2 - BLIZZARD ENTERTAINMENT
30 - Unreal Tournament - GT INTERACTIVE
30 - Ultima: Ascension - ORIGIN

DECEMBER

01 - Daikatana - EIDOS INTERACTIVE
01 - Boarder Zone - INFOGRAMES
01 - Mission Impossible - INFOGRAMES
01 - Test Drive Rally - INFOGRAMES
01 - Urban Chaos - EIDOS INTERACTIVE
06 - Die Hard Trilogy 2 - FOX INTERACTIVE
29 - Hidden & Dangerous Add-on - TALON
10 - Metal Gear Solid - MICROSOFT

PSX RELEASE LIST

NOVEMBER

01 - Iron Soldier 3 - VATICAL
01 - Twisted Metal 4 - SCEA
02 - Army Men Air Attack - 3DO
02 - Ballistic - INFOGRAMES
02 - CyberTiger Woods Golf - EA
02 - Knockout Kings 2000 - EA
02 - V-Rally 2 - EA
02 - Spyro Ripto's Rage! - SCEA
02 - Supercross Circuit - SCEA
04 - LEGO Racers - LEGO MEDIA
04 - Monkey Magic - ELECTRO SOURCE
09 - Formula One 99 - ACTIVISION
09 - Downhill Challenge - ACTIVISION
09 - Ready 2 Rumble Boxing - MIDWAY
09 - Supercross 2000 - EA
09 - Test Drive 6 - INFOGRAMES
09 - Tomorrow Never Dies - EA
09 - Vigilante 8 Second Offense - ACTIVISION
09 - Wu Tang: Shaolin Style - ACTIVISION
10 - Resident Evil 3: Nemesis - CAPCOM
10 - Shadow Tower - AGETEC
11 - Worms Armageddon - HASBRO
12 - Q*Bert - HASBRO INTERACTIVE
15 - MACROSS VF-X 2 - BANDAI
15 - Roadsters - TITUS
16 - Medal of Honor - EA
16 - Missile Command - HASBRO
16 - Rainbow Six - SOUTHPEAK
16 - Renegade Racer - INTERPLAY
16 - Toy Story 2 - ACTIVISION
16 - Warpath: Jurassic Park - EA
17 - Dune 2000 - EA
17 - Tomb Raider 4: Last Revelation - EIDOS
22 - Glover - HASBRO INTERACTIVE
23 - Mission Impossible - INFOGRAMES
23 - Smurfs - PLAYSTATION - INFOGRAMES
23 - Vandal Hearts 2 - KONAMI
29 - Carmegeddon - INTERPLAY

DECEMBER

01 - All Star Tennis 99 - UBI SOFT
07 - Gran Turismo 2 - SCEA
07 - March Madness 2000 - EA
07 - South Park Rally - ACCLAIM
14 - Army Men Sarge's Heroes - 3DO
14 - Crusaders of Might & Magic - 3DO
14 - Fighting Force 2 - EIDOS
15 - Urban Chaos - EIDOS

In Passing...

MP3 FOR THE PLAYSTATION

If you have a PlayStation and want to listen to MP3 music tracks then you should soon be able to make use of the new PSX AMP/MP3 card. The card also supports skins, which can be stored to a memory card. Songs can also make use of the memory card and will be able to be shuffled or random played.

PSYCHIC POWERS

There's a new game on the way for PSX called Galerians and it's being compared to Resident Evil for its horror content and Final Fantasy VII for its lengthy playtime. The character you play has new-found psychic powers which he needs to learn to control and use. The game will urge the player to think before attacking.

ICEWIND DALE

New from Black Isle Studios and Interplay is Icewind Dale. The game is a hardware-accelerated version of the Infinity engine, used for Baldur's Gate. Icewind Dale will use the Advanced Dungeons and Dragons rule set and features a number of improvements to the game engine. The game is set in the Spine of the World Mountains near Icewind Dale and will primarily be a dungeon crawl. Check out the web site at www.interplay.com/icewind

MORE X-BOX

Microsoft will soon be making some announcement about their rumoured game console. Apparently Microsoft has been in discussion with a number of US and Japanese game publishers regarding their secret game console. The console will more than likely be powered by a 500 MHz AMD or Intel processor and would use nVidia's recently launched GeForce graphics accelerator. Watch out Sony, Nintendo and Sega.

WE'LL SEE...

The latest release date for the much-troubled Daikatana is now pegged for December. The game has been plagued by more problems than is really fair for any development of this type and now stands at almost two years overdue. We're crossing our fingers and hoping it makes it this time or we'll just have to wait, again.

GAME LAUNCHER

Creative Labs has released an early beta version of their new utility called Game Launcher. The software, aimed at the more technically proficient user, will allow players to customise a number of properties for each different game he or she plays. This will allow you to select clock speeds, gamma settings and so on before a game is launched and once completed the utility will set everything back to normal. Go grab an undocumented copy at www.soundblaster.com/graphics/game-launcher/ but please be careful as they are still testing it.

Well that's all the major news this month, well most of it anyway. Until next month, when we'll see if any of this is true - NAG

DELTA FORCE 2

Delta Force 2 is on its way and lets the player become a member of the U.S. military's elite anti-terrorist detachment, Delta Force. It's a first person action game but is based closer to reality than Quake Arena for example, where you play in real world locations and use real world weapons. The game has improved in almost every department with an enhanced graphics engine, new weapons, weather conditions and better control. The weather effects are also important and play a vital role in the game so you'll have to take night vision equipment along at night and consider the reduced visibility in fog. The game supports 3D acceleration but can't accelerate the voxel-based terrain in Delta Force 2, it can accelerate the polygon-based objects in the game, such as people, vehicles and buildings for better performance. One of the more unique features the game boasts is tall grass, useful for concealment and fun in multiplayer games.

PLAYSTATION 3

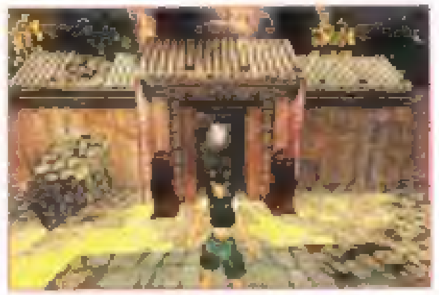
The second-generation PlayStation console hasn't even been taken out of its packaging yet and already unexpected news of the next console from Sony is breaking out everywhere. The report comes from a recent speech made by Sony PlayStation head Ken Kutaragi at the Microprocessor Forum in San Jose, California.

PlayStation3

PlayStation's big chief said that more frequent upgrades are in the pipeline with the next version slated for release in three years time. Currently the latest Pentium III chip contains around 10 million transistors, the same count as Sony's Emotion engine. Both types of processor are constructed using 0.18-micron process. On-going developments are due to push this technology to 0.13-micron and beyond, opening up opportunities to build faster and better processors. Kutaragi claims that the next version of the Emotion chip, Emotion 2 would contain around 50 million transistors and then taking things even further along, its successor the Emotion Engine 3 should sport around half a billion transistors using a mind boggling 0.1-micron process. The PlayStation 3 should make an appearance somewhere in 2002 using the new Emotion Engine 2. This is a two-year gap as opposed to the five-year gap between the first PlayStation and the PlayStation2. Reading through all the information it becomes very clear that we're in for one hell of a ride over the next five years.

TOMB RAIDER REVEALED

In past Tomb Raider games the training levels have become something of a special bonus where we got to see inside Lara's home, her private race track and even a subterranean treasure room complete with giant aquarium. Now the highly anticipated training level has finally been unveiled - the new training level in Tomb Raider: The Last Revelation will follow a young Lara Croft in Angkor Wat, Cambodia. The training level is a miniature game level where the player will learn more about the sexy adventurer while learning all the available moves in the game and all this while they search for an artefact called the Iris. We'll get to see Lara's mentor Professor Werner Von Croy taking Lara through all the moves and explaining what needs to be done. The final challenge is a race against Von Croy with a surprise ending.



DOLPHIN AND S3

The next generation Nintendo console, the Dolphin is going to be using S3's texture decompression algorithm (S3TC). Built right in to the graphics chip, S3's technology will enable Nintendo developers to compress their textures at one-sixth the normal rate. This process allows more data to be stored in textures and dramatically reduces load time, what all this means is that the game player will enjoy highly detailed textures in games, making things just that more realistic.

THAT'S IMPRESSIVE

IBM has achieved a remarkable milestone in hard drive technology with their Ultrastar 72ZX. The new drive runs at 10 000 RPM and can store a massive 73 gigabytes and is part of a family of server hard drives including the 10 000 RPM Ultrastar 36 LZX and the 7200 RPM Ultrastar 36LP which both store 36 gigabytes. The drive series also features a new technology called Active Damping, which protects against temperature and vibration. This obviously isn't intended for off the shelf home computers but will have important implications in the future as the size of hard drives go up and the pricing goes down. Let's hope this doesn't mean we'll see a Windows 2010 eight gigabytes standard installation.

Specifications for the 72ZX :

10 000 RPM.
73.4 GB Storage.
2.99 ms average Latency.
5.3 ms average read seek time.
7.04 billion bits per square inch area density.
16 MB cache.
11 Platters with glass substrates.

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jUSt cHARTs

With the festive season breathing down our necks, the activity on the charts, both locally and internationally, is heating up. A greater number of new titles enter the charts at this time, and even top titles get shunted down the ranks as the market gets inundated with new products.
On the PC chart, Tiberian Sun has taken its expected position at the top this month, with System Shock 2 making a strong entry. Big names like Alien versus Predator and Star Wars Racer appear to be slipping under the onslaught of new titles, while potential winners like Hidden & Dangerous are not rocketing up the charts as expected.
PlayStation titles are also doing a shimmy shuffle, with Croc 2 making a powerful entry in first position. Action adventure Syphon Filter and Silent Hill are showing a strong performance, while Driver and long standing Brian Lara Cricket take a dive.

Local PC Charts

Position	Name	Last Month	Total Months
1.	C&C2: Tiberian Sun	3	1
2.	System Shock 2	New	New
3.	Age of Empires: Gold Edition	2	3
4.	FA Premier League Stars	New	New
5.	Outcast	9	1
6.	Dungeon Keeper 2	6	2
7.	Alien versus Predator	5	2
8.	Half-Life	7	4
9.	Hidden & Dangerous	10	1
10.	Star Wars Racer	8	2

International PC Charts

Position	Name	Developer/Distributor
1.	Baldur's Gate	Bioware/Interplay
2.	Jagged Alliance 2	Sir-Tech/Talonsoft
3.	Alpha Centauri Firaxis	Electronic Arts
4.	Heroes of Might and Magic 3	New World/3DO
5.	C&C2: Tiberian Sun	Westwood/EA
6.	System Shock 2	Looking Glass/EA
7.	Half Life	Valve/Sierra
8.	Might and Magic 7	New World/3DO
9.	Starcraft/Add-on	Blizzard
10.	Darkstone	Delphine/EA

Local PlayStation Charts

Position	Name	Last Month	Total Months
1.	Croc 2	New	New
2.	Syphon Filter	4	1
3.	Silent Hill	6	1
4.	Driver	2	3
5.	Abe's Exodus	5	3
6.	Castrol Super Bikes	New	New
7.	Point Blank 2	New	New
8.	Brian Lara Cricket	1	8
9.	Tekken 3	7	1
10.	C&C: Retaliation	8	4

International PlayStation Charts

Position	Name	Developer/Distributor
1.	Final Fantasy 8	Square
2.	Star Ocean	Tri-Ace/Enix/Sony
3.	Metal Gear Solid	Konami
4.	Final Fantasy Anthology	Square
5.	Lunar	Sony
6.	Chocobo Racing	Sony
7.	Driver	Reflections/GT
8.	Ridge Racer Type 4	Sony
9.	Star Ocean	Tri-Ace/Enix/Sony
10.	Tiny Tank	Sony

DON'T GET CAUGHT SLAVING AWAY, ENTER THE CREW AND NAG PHAROAH COMPETITION, AS WE GIVE AWAY 10 COPIES OF THIS HIGHLY ANTICIPATED GAME FROM SIERRA STUDIOS, AND PREPARE FOR IMPERIAL SERVICE ON ROUTE TO BECOMING -

PHARAOH

COMPETITION

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PO Box 2748, Alberton, 1
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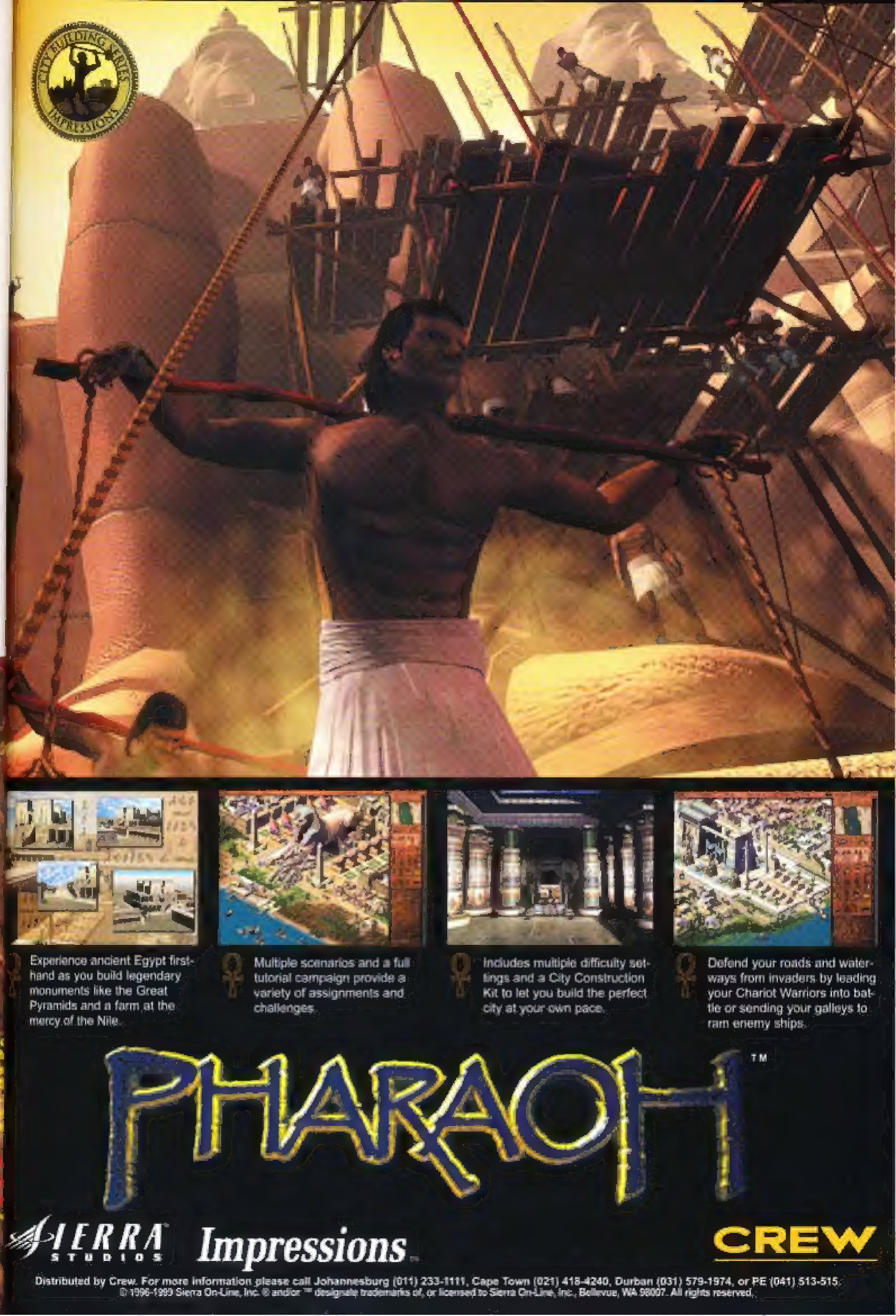
What biblical country did
Pharoah's control du
their reign of pow

(clue) The Nil

PHAROAH GIVEAWAY EXCLUSIVE TO NEW AGE GAMING



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PHARAOH™

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Fall of the BINARY BUCCANEERS

RamJet leaps onto his soapbox once again, and has his say about the state of piracy in the South African Gaming Market, in a way that only he can!

Any comments, replies (or general slating) can be sent to [illegible]

Hey, you. Yes, you, the little jerk sitting next to his CD writer, spinning off copy after copy of a game that you borrowed from someone else to distribute to all your snot nosed little twerp friends. You, the stupid little brainless moron who doesn't realise that every single disk your boot-leg special PC spits out is another disk not sold, and therefore a blow to the PC game industry in South Africa. You, the moron who complains about games being too expensive while you rob the distributors of their living through your actions. You are the type of guys who whine and bitch and moan about the fact that the gaming industry in this country is not all it should be, and yet you offer every Tom, Dick and Harry a copy of the latest game in the same breath. It doesn't say much for our education system!

Consider this a notification, a declaration of intent, if you will. The days of piracy are over. You may have seen (if you are intelligent enough to watch the news and actually find out what happens beyond the bounds of your monitor) that a recent bust took place in Johannesburg. This neat little haul took around 10 million bucks worth of illegal software (for both PC and PSX formats) off of the streets. These disks included titles that have not even been released in this country, and were destined for flea markets around South Africa, where they get sold for next to nothing to gamers who should bloody well know better.

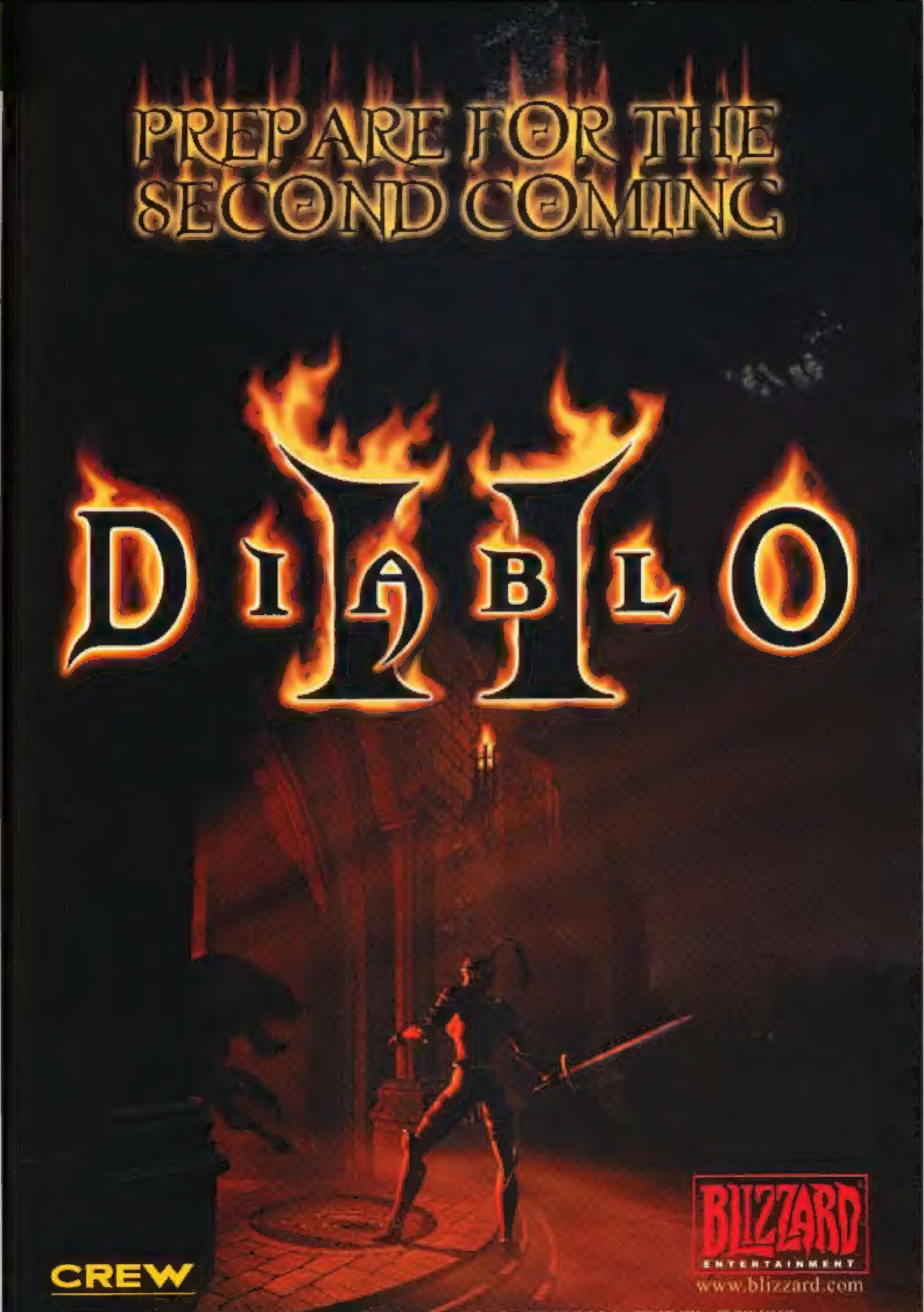
We all bitch about the cost of software. It's expensive, damn right, but how the hell are companies supposed to drop prices if gamers don't come to the party. One particularly bright spark said to me "if, like, the companies drop their prices, then piracy will stop." What a load of horse shit! If the game prices come down, the little maggots who pirate them will have more money to buy blank disks and spread more of their cancerous activities around. Face it, because it's the truth. Why should you buy games, even at a cheaper price, when you can get them for next to nothing? There is a strange culture of piracy that has been bred in South Africa, largely due to international sanctions that had been imposed on us during the "old regime" of Apartheid. Those were the heady days, when we old gamers had to pirate virtually everything if we wanted to play anything at all. This is something that has been passed on from generation to generation, and has now become firmly entrenched in our ways. It is this culture that we have to overcome. Why? Because if we carry on pirating products while we have a viable, legitimate market available to us, we will lose that market, and end up exactly where we started, without a reliable source of games to supply the local market. And then, my friend, then you will hear whining.

The whole problem with your small time pirate (never mind the big boys like the ones that went down in Booysens) is not that he's in it for the money. It's that he's too thick, stubborn or both, to realise that his actions harm the industry. Why the hell should he adhere to the laws and regulations regarding copyright when Daddy bought him a CD writer for his birthday? Why should he act responsibly and reasonably when he can make sub standard copies of games - who needs a manual anyway? Of course, the industry does fight back. Things like SafeDisk and misreported file sizes do make the lives of pirates a little more difficult than they'd like, but these deterrents are just that. Any resourceful pirate knows 22 ways to bypass copy protection before it even hits the market, so there's not much point, other than to keep the small time operators frustrated for short periods of time. Back to that declaration. We know that you're out there. We know what you're doing. We know that you think there is no way we will ever be able to find you, but you should quit fooling yourself. We will, come hell or high water, prosecute you to the full extent of the law! And for those of you that aren't pirates, remember that we have to put a stop to this before it gets too far - if it hasn't gone too far already. And don't try ultimatums, because that's not how this works. It cannot ever be a matter of "if you drop prices, we'll stop pirating" or "if you stop pirating, we'll drop prices." That is just not the way the world works. That is the juvenile kind of approach that will get us nowhere. Everyone involved needs to work together. We need to realise that we need each other. Distributors need gamers, and vice versa, for the industry to be a success. And it is our responsibility, as much as it is the industry's, to stamp out the rot of piracy - as (supposedly) responsible (hopefully) law-abiding (theoretically) adults, it is our duty to do everything we can.

Oh, and by the way, you over there, the little pirate with the smug grin on your face: if you think these are hollow words devoid of any bite, you are wrong. These words are not a threat. You know the rest!

Dodgy Soft-Ware

RAMJET



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BACKCHAT

Thank you to everyone who wrote in this month, unfortunately we cannot reply to all of the letters, but we do read them all. You can send your letters and e-mail to the addresses on the postcard. Please remember to include all your details when you write in or we can't send you your prize should you win. Don't ask us to change your prize or magically convert it into cash. As always, the Editors decision is final and that's that.

Well done to Ray Anonymous who wins our letter of the month - keep the questions coming. Until next month...

Backchat
PO Box 2749
Alberton
1449

letters@nag.co.za

A truly great idea

I read your editorial some time ago (there are people who do) and found at least one idea of some practical use. I'm married and my significant other usually views computer gaming as a senseless waste of time. Your editorial woke me up to the importance of including her in my electronic pastime and, to this end, I recently purchased a copy of Grim Fandango, a truly excellent game, as recommended by your magazine. This has provided me with the proverbial foot in the door and I would like to sincerely thank you for your idea. Another great idea was fielded in the article, Multiplayer Mayhem, in your October issue. Set up a club! Why didn't someone think of that sooner? We have chess clubs where people regularly gather for an evening of, well, chess. There are Bridge clubs and Scrabble clubs and so many other clubs that I'm amazed that no one has approached their local recreation centre to provide a venue for a once-a-week evening involving multiplayer gaming. I love multiplayer gaming, but always have so many hassles getting a group of people together for a really good session of unmitigated cyber-violence. Wouldn't it be excellent if you could just pop all your gear into the boot of your car and drive to the club for your Thursday night session with the gang? You could probably buy an 8-port hub, 8 UTP cables and a bunch of extension plugs for less than 4 decent chess sets. You could run leagues, tournaments and ladders just the way Storm suggested. Of course there will have to be some sort of membership fee to take care of venue, club equipment, administration and even a club library with the latest in multiplayer titles. R20 a month sound OK? I'm keen and all of a sudden very excited about the idea. Are there any takers? Thanks for a great magazine and also (for a change) a hilarious cartoon.

Justus Ortlepp
Randburg

Well there is much good news in this area of gaming. New Age Gaming is an official member of the GLSA and is dedicated to bringing competitive multiplayer gaming to the masses with our successful Warfaire multiplayer events. We'll be running many of these competitions in this country throughout next year, so keep a look out for more information. What we do need however is more casual LAN parties happening more often - smaller scale, but more frequent.
Ed

Low end system

What's the deal with the system requirements that you put in with each review of a game? I own a Pentium 233MMX with 64MB of RAM and a Voodoo2 graphics card. I bought World Cup Cricket 1999, in which your review reported its minimum requirements at a Pentium 166MMX with 32 MB of RAM. The first thing I always look at before buying a game is the system requirements, imagine my mood when I couldn't even play Cricket 99 decently. Even after I turned off the crowd, menu volume and sound and set the game to low detail and ran it at 640x480 I still got very sluggish performance. Now I ask you to please explain to us what is going on with the system specifications of games.

THE INFAMOUS BARBARIAN...

Eddie Taute
E-mail

The list of requirements are obtained from the developer sites or simply straight off the box. We cannot check every possible configuration but each game we review goes onto at least two different machines, a high-end machine and then a low-end machine. Low system requirements often raise the game's overall score slightly because we think it's a good thing if a game can run on almost any machine. There are two problems here, an optimistic requirement put there by the developers whose idea of minimum is barely adequate but will run at a push. The other problem is machine maintenance, when last did you update your drivers or defrag your hard drive? Do you have enough disk space, did you check all the options when installing and are you using the correct display driver? Most of the time the problem lies with a sick machine and not an incorrectly specified game, but it is always a good policy to make sure you have more than is required in any case, just to be safe.
Ed

A bit of everything

I have been reading game review magazines for years but they have always been overseas magazines and it is nice to have a magazine concentrating on the local market (conventions, online gaming etc). I have a number of reasons for writing. Number One: I like the fact that there are some old gamers amongst the staff writers. I started playing games when I bought a ZX 48k Spectrum. So I for one appreciate the references to games like Elite (wire frame graphics and all) and my personal arcade favourite Xevious. Remember a game called Barbarian and the fuss it made (in England anyway) because you could cut off somebody's head? Number Two: Graphics are everything. I agree with what you say. We need more games that are innovative, have playability and are fun to play. Not games that look good because they are using the latest 3D engine, but play and feel exactly like all the clones that came before it. Although I would rather be playing today's games because of the better graphics, they must above all else have playability and atmosphere (which is usually generated by a combination of story line, sound and graphics etc). Take Half-Life for example. The graphics are excellent, but I think Unreal and Mortyr look far better with their lighting effects and reflective surfaces. But Half-life was by far a much more enjoyable gaming experience because of the engrossing story line and gameplay which generated an atmosphere that draws you into the game and keeps you coming back for more. In Mortyr all you do is run from one level to the next, killing Nazi bad guys with a minimal plot connecting the levels together. Quake2 is another good example. Multiplayer is brilliant. The playability of the multiplayer game makes it fun to play, and this is what makes it so good, not the graphics alone. In gaming terms it is an old game but how many people are still playing it multiplayer? Graphics do go a long way in making games more appealing but without the playability and atmosphere (story line etc) that the game generates, all you really have is pretty pictures to look at. So although I do have one of the latest 3D cards, I would rather play Starcraft or Baldurs Gate, which do not use 3D acceleration but offer plenty of gameplay.

Emeric
E-mail

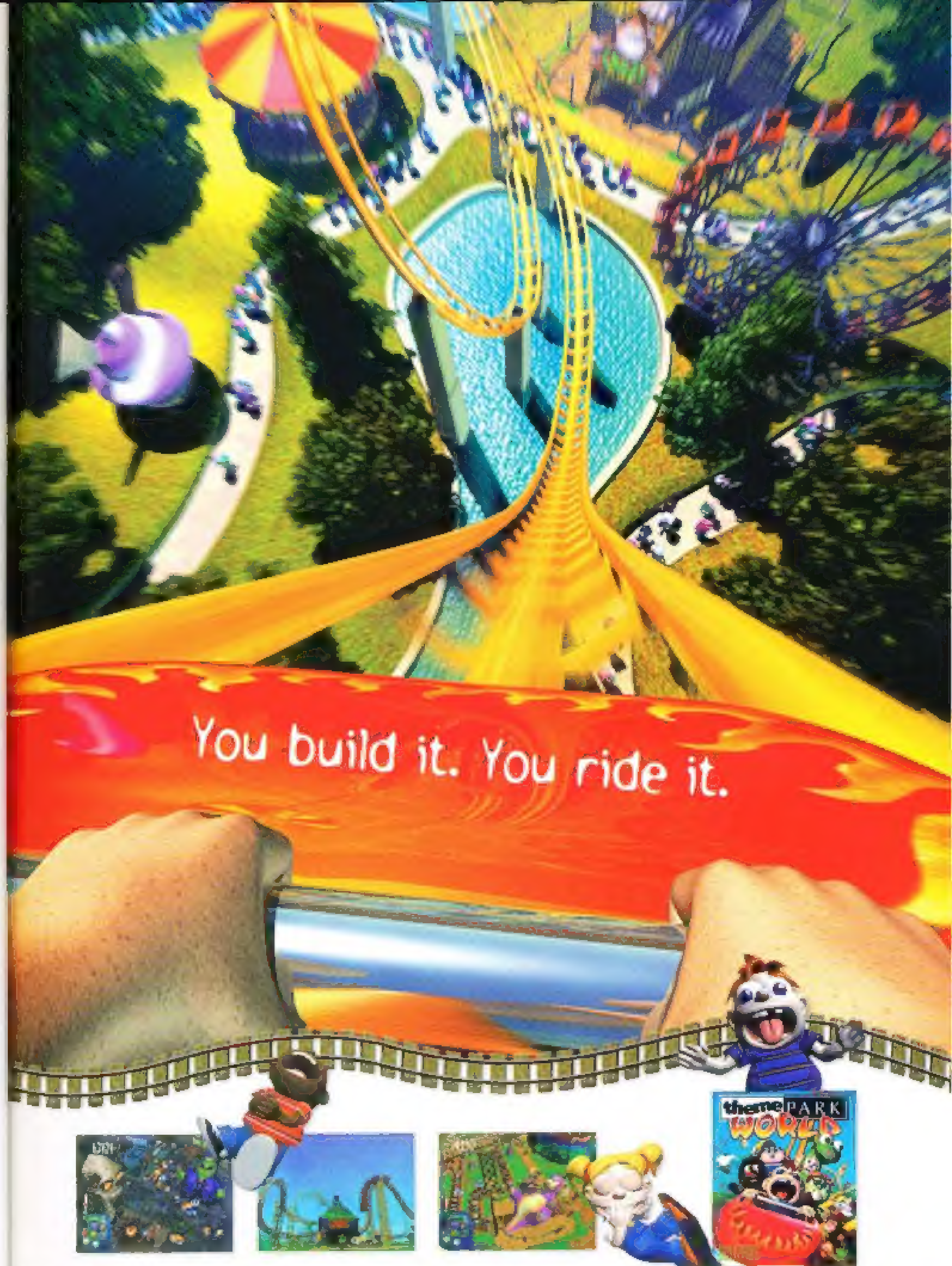
Number One: All of us at the office have been playing games since games were invented, although AtariBaby somehow manages to go back even further. So what you're getting in NAG is a very considered opinion on any type of game simply because we've played almost every game out there by now, even those first very violent games. Number Two: Since bringing up the whole gameplay versus graphics question I have received many letters from many different people all playing different games and the common consensus seems to be that they would all drop graphics for gameplay in an instant. Thought provoking discussions similar to this one have now become commonplace in the office when rating any new game, the bottom line is this - spectacular graphics will impress initially but after that there needs to be a good game underneath or the score will suffer.
Ed

Bite your tongue

I recently bought myself the game Aliens versus Predator but there's something really wrong with it. I want someone to confirm if it's a pirate copy so I can report my problem. I have, after all, paid the bucks and now I suspect it was for a fake copy. The reason for my thinking is as follows: There is no set-up or installation feature or file on the CD (I had to manually copy all the files to my hard drive. Then I had to go to all the file properties and unmark the read-only box before the game would work properly. There is no read me file on the CD, and I didn't get a manual. There is no introduction. There are no movies. (I made sure that movie option was marked yes in the options menu and I have seen the game before, there should definitely be full motion videos, but I have none). There isn't a DirectX file, folder or installation on the CD. There is no CD music. The whole thing comes on a single CD. The game often bombs me back to the desktop and there is something very wrong with the sound. Now for the big question, there are existing user profiles in the game. Who created those? I would like to know if you think there is something wrong.

D C Grobbelaar
E-mail

You're not seriously asking if this is a pirate copy are you? I believe the first problem you listed should have pointed your thinking in the right direction. I don't even want to ask how much you



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BACKCHAT

[illegible]

In the bag

[illegible]

[illegible]

Thapelo Dibakwane
Driekop

[illegible]

My Revelation

[illegible]

Roy Anonymous
E-mail

[illegible]

Ed

Reader bashing

[illegible]

Christopher Mills
Cape Town

[illegible]

Ed

A good point

[illegible]

[illegible]

Bruce
Secunda

[illegible]

Ed

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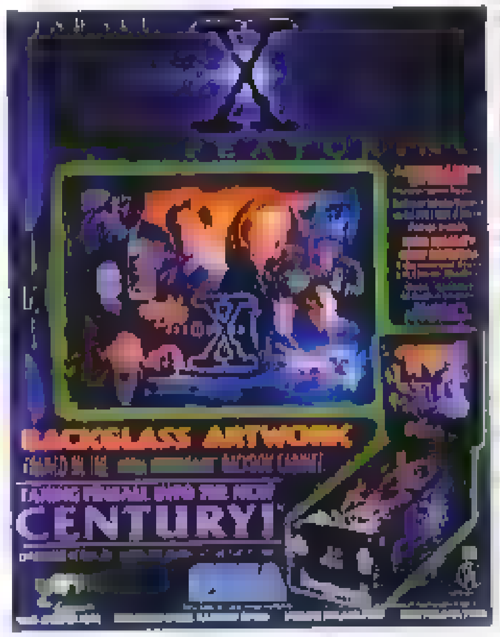
Last month we looked at the history and origin of pinball games and saw how they evolved from being games of chance into actual games of skill. Through the ages, pinball has developed a great cult following with many players and collectors devoting their entire lives and channelling considerable resources into restoring and rebuilding old machines. In today's modern age, we as pure electronic gamers sometimes overlook the pioneering spirit of the developers and designers that created and perfected these pinball games as we know them today. [illegible]

PINBALL

Part 2 - This month [illegible] urges you to start playing pinball machines - we told him that nobody does it better than Voodoo.

B[illegible]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So what is the future of pinball? Most pinball players would say that [illegible]

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Trickstyle

If your interests lie within the boundaries of extreme sports such as skateboarding and rollerblading then Trickstyle from Acclaim is your cup of tea. Imagine no wheels, no friction, no mercy style racing that includes all the tricks, stunts and passion of hardcore hover board racing. Trickstyle propels you into the future of extreme sports as you attempt to be immortalised as the king of the 'Urban Surfers'

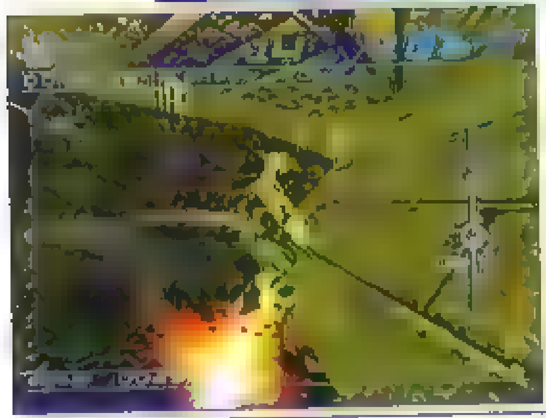
As the Reconstruction Age begins technology is reinvented and televised sports become [illegible] [illegible] a reputation [illegible] will skate [illegible] has [illegible] and [illegible] the same [illegible] and given them [illegible] sports of extreme sports we bring us, the [illegible]

[illegible] for development. Trickstyle [illegible] the same. An enhanced graphics [illegible] stunning high resolution graphics and [illegible] the gives the game a [illegible] from the heights of [illegible] to the depths of tunnels [illegible] that [illegible] every ounce of your skill on your hover board. Acclaim is also touting the superior physics engine that accompanies the [illegible]

[illegible] the back end of the pack, but if your temperament [illegible] fear and [illegible] the tricks then time is [illegible]

[illegible] obstacles such as pedestrians and traffic will be thrown at you [illegible]

Acclaim and Criterion [illegible] fully-featured stunts, which will help you gain that slight advantage needed to stand highest upon the end [illegible] NAG



Septerra Core

You are Maya, a junk scavenger surviving [illegible] but still great elevations [illegible] now waste down into the [illegible] below. Now [illegible] began a [illegible]

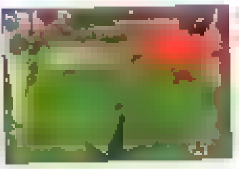
in their search for the Gift of the Creator, fabled to bestow great power. At last you stand in the way of the Chosen [illegible] their march to the Core, and protecting your homeland. [illegible] is you who will ultimately [illegible] Septerra [illegible]

[illegible] Maya and [illegible] the game [illegible] a highly detailed story line and characters offering [illegible] of gameplay. In addition to the main character, players may choose from eight companions, each with a unique background [illegible]

[illegible] graphics [illegible] and fully animated movie sequences are fundamental for the success of Septerra Core. The hundreds of locations for players [illegible] within creates a large world that is [illegible] based in look and appearance. The [illegible] combat [illegible] turn based combat, keeping [illegible] techniques used in the Final [illegible] Whether [illegible] up for speculation until the review code arrives but [illegible] features are in place and Septerra [illegible] surely make every attempt. NAG

Tonic Trouble

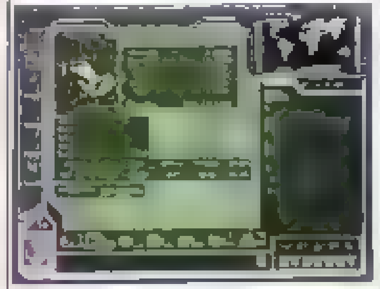
T[illegible] platform adventure which is developed [illegible] the same company that produced the wonderful Rayman series. Strangely enough Tonic has [illegible]



[illegible] few times. The story is a little childish but is aimed at those gamers and younger players who are looking for a [illegible] challenged by a platform game but [illegible] Grogh and [illegible] repair the earth. The [illegible] graphics are quite effective at representing the [illegible] world of Tonic Trouble and [illegible] script, you could find Daddy [illegible] new levels of its own. NAG

The Corporate Machine

A few years back we were introduced to [illegible] each other's business prowess [illegible] gamers need to test our ability to create a successful [illegible] business world. Now [illegible] have gone back to the [illegible] like a touch of [illegible] against businesses such as Microsoft [illegible]



[illegible] NAG

Indiana Jones and the Infernal Machine

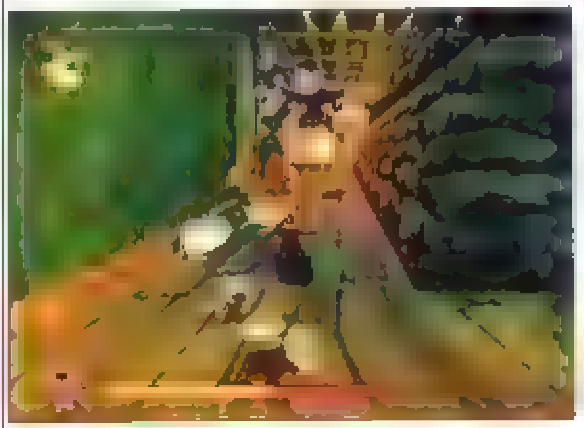
Indiana Jones once again enters the PC [illegible] [illegible] the [illegible] 3D [illegible]

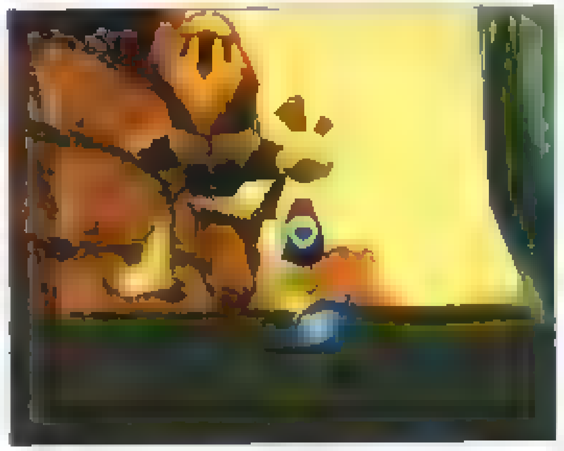
[illegible] to help him [illegible] chapters [illegible] in the true spirit of [illegible]

Rayman 2

F[illegible] game UbiSoft [illegible]

[illegible] that the biggest [illegible] between the first game and the [illegible]



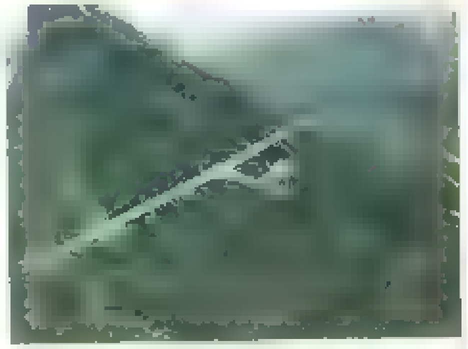


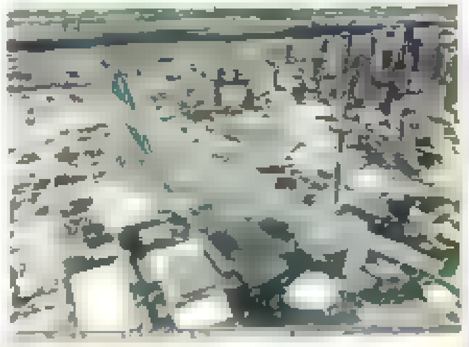
[illegible] marketing [illegible] NAG

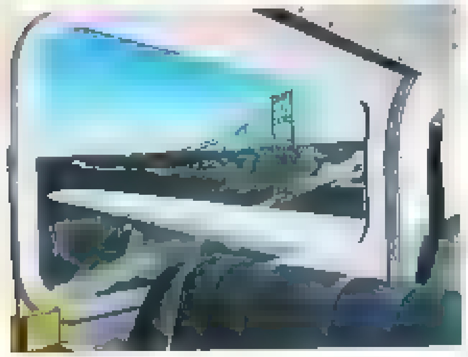
Ask any South African flight simulator enthusiast to name a civilian flight simulator and undoubtedly they will mention Microsoft's Flight Simulator series. However any flight simulator specialist will tell you that in recent years the Flight Unlimited series has always been a contender in the market and has always given Microsoft FS a huge slap when it comes to graphics and terrain detail. Well, Looking Glass Studios is about to release their latest incarnation of the Flight Unlimited series... Flight Unlimited III

FLIGHT III Unlimited

[illegible]







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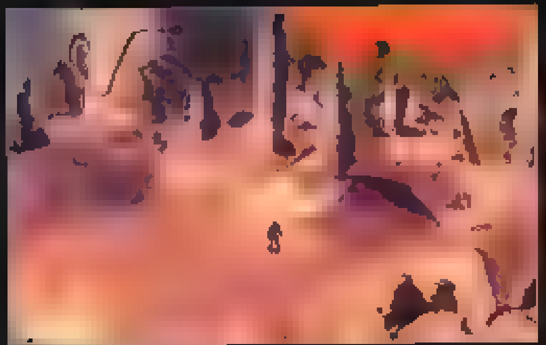
LEVEL 10

Ultima IX Ascension

The legendary Ultima series has been running longer than many care to remember and is synonymous with Lord British. A lot of users who were not into the Ultima series, like the many Wing Commander fans, should go back and have another look at the game for it has changed a lot and the latest version, due for release, is now looking absolutely fabulous. Derek dela Fuente

In the words of the Ultima creators...'Prepare to embark on an adventure beyond imagination with the return of the best selling role-playing series of all time. In the 9th and final chapter in the 20-year legacy you return to Britannia for your last epic quest. As the heroic Avatar, only you can save Lord British and his people from the evil Guardian who has devastated the landscape and tainted the eight sacred virtues. Valiant combat, magical prowess and knowledge of the eight virtues are your weapons against evil in Ultima IX: Ascension, the most epic role-playing game ever created for the PC.'

It appears Richard Garriott has been well focused on this title and has spent a lot of time ensuring it is perfect. There are some areas of the game that will surprise many fans and first on the list are the graphical details and some of the interesting locations of the world. At present the views and camera modes within the game are yet to be finalised but it does appear that the view will be free roaming with the dominant view as a third person over the shoulder. Some clever coding means that the camera will move relative to your head so if you look left the camera view will start in that direction. This appears to give the game lots of scope and flexibility to viewing the game world, which is very detailed and polished. The locales in the game include Valoria - a lava tomb nestled in a jungle, Trinsic - a half-submerged Arabian city a la Venice, and the Avatar's house on Earth. The use of light, shade and colour, with an impressive palette, bring the game to life and each world has a very different look. The game's story is being kept relatively secret even at this late stage, but it centres on the restoration of Britannia. The eight cities representing the eight virtues have been warped by mysterious pillars, which have appeared near cities and are exuding evil vibrations. These evil vibes have twisted each city's virtues. Britain, once the model of compassion, has turned into the seat of hatefulness. Your goal is to restore the eight virtues in these cities. There will be around five less-important quests and roughly 20 minor quests to round out the game's journey.



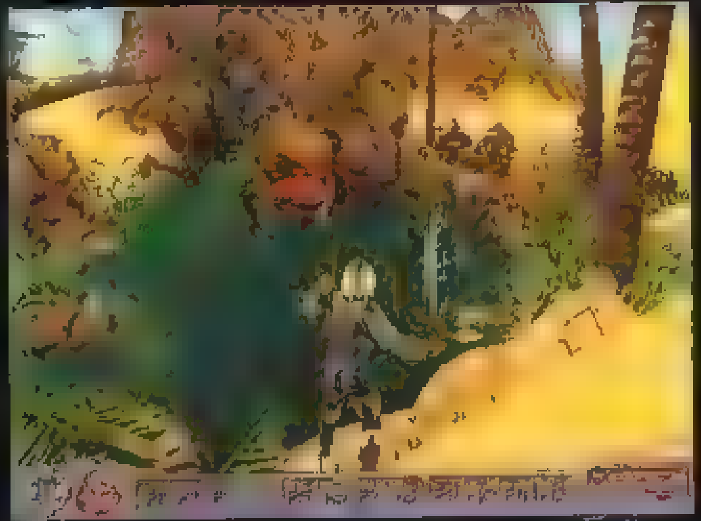
The interface, the nub of any good game has changed quite a bit over the game's long and varied development cycle. At present they are putting the final touches on so that the player will be able to customise the interface so that it will support keyboard, mouse, and game-pad. The inventory will be a backpack with slots for any items you encounter. If you can pick it up, you can store it. The entire item, no matter how small or large, takes up one slot and there are no restrictions on their weight to what the player can carry. The function keys will be used as your hotkeys for items, weapons, or spells.

One overriding factor was that the game had to please all the avid Ultima fans whilst also being able to entice new users and those not familiar with the Ultima world, look and traits. It appears it is a hard job creating a new and intuitive feel to entice the new users whilst keeping the long time users happy but this is one area the team believe they have succeeded in. You won't have to know the history of Ultima to play this game (a beautiful tapestry of history will fill you in on the details), but you will be rewarded for past experiences. Many cities from past Ultimas are revisited, and many old friends and foes make their reappearance. The Companions are back (Iolo, Shamino, and others) and so is Blackthorne. There are over 200 non-player characters in the game so far, and that number could grow to 250 before the game is finished, which should be late 1999. Of those, some 50 will be characters you might have seen in your past adventures as the Avatar.

One area in Ascension where you will notice change is the music and sound effects. Commissioned professionals in Los Angeles have been given the task to come up with scores of music for the game and each city has a theme, as does each major character and boss. Music will also be dynamic and change to reflect events. Via a US source I was able to find out that the music will be varied and includes soft and melodic tracks for the city of Moonglow, while the other was a Middle Eastern-inspired theme for the Arabian-styled city Trinsic. Songs are also being composed and played whilst in battle against skeletons.

The 3D engine, a focus point of the game, is another area where no information is being let out but just looking at the screens will give some idea as to the sophistication on offer. The game will offer a stronger and deeper story line with less puzzles and more interaction, but still staying to the true roots of the Ultima series. The essence as always will be on the story line and character virtues which are still the main focus of the game, so you will still be able to relive the epic saga through seamlessly integrated combat, adventure, and puzzle-solving and be immersed into the world of

▸



NOW YOU KNOW WHY THEY PUT UP THOSE SIGNS THAT SAY 'DON'T FEED THE ANIMALS!'

ROLE PLAYING ADVENTURE PC

ORIGIN

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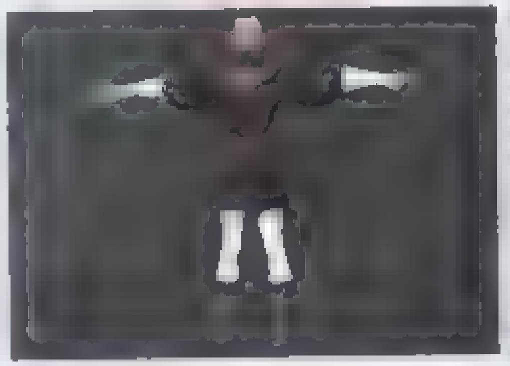
The Avatar, while seemingly the prototypical human hero, is a being whose age and limitations do not adhere to those of the typical human. His suspended or [illegible] ageing, his ability to slip from earth to explore other worlds, and his role as hero and saviour of Britannia make him a creature not altogether human, but perhaps superhuman. The Avatar first journeyed from earth and discovered the world of Britannia as a teenager or very young man; he was referred to as 'the Stranger'. Once in Britannia, he was enthralled with the opportunity to fight evil, to kill adversaries. He simply enjoyed fighting and didn't trouble himself with the subtleties of good and evil, or he simply believed that he fought for good and believed in a simplistic scheme of rather [illegible] options. As a result of his valour [illegible], he was eventually dubbed Avatar and this special honour conferred and charged upon him a sacred responsibility to uphold the best interests of Britannia, to aid its benevolent ruler, Lord British, and to fight evil. As the Avatar returns to Britannia for the ninth time, he finds it in a state of abject emergency, but this time he approaches his task not as a boy, but as a mature man aware of the more subtle issues facing him and Britannia. [illegible] the Avatar feels a sense of sorrow and frustration that, in spite of the fact that he repeatedly returns to this land to slay literal and figurative dragons, the people of Britannia, and especially Lord British, are vulnerable and helpless in the face of threats. Therefore, the Avatar wishes to teach the people of Britannia to sustain a system for perpetual good, one in which they can prosper and quickly weed out destructive forces.

Lord British is the older male who rules Britannia and functions as a sort of [illegible]. He achieved this position by forging one united kingdom from many that [illegible] states. [illegible] cares deeply about this land and people, but is currently overwhelmed by the problems at hand. Unlike the Avatar, he has made Britannia his permanent home and is not split between worlds. Unfortunately, though, and in spite of his good intentions, his rule has been passive, and he repeatedly relies on the Avatar, whom he personally knighted, to rid the land of evil. Like a loving but preoccupied [illegible], he loves [illegible] but can't keep up with their activities and problems, and they [illegible] to him. The evil present in his land is unlike anything

he has ever seen or expected to see, and he simply does not know how to solve it. His reaction of non-reaction has become a kind of paralysis. In the [illegible] moments of Ascension, Lord British expresses his profound concern for Britannia. He has become aware of the fact that strange columns have sprouted from the ground and are pulling the moons out of orbit as well as [illegible] them on a collision course. This will surely spell unabated misery and eventual Armageddon for Britannia. Lord British's companions are his usual body[illegible] and wise advisors to whom he has historically delegated tasks, are dead or nowhere to be found. Even his faithful Avatar seems to be taking his sweet time in arriving. Still, Lord British, though sorely tested, believes that good must triumph over evil. Lord British wishes for peace and unity. He is prudent, orderly, and does not give in to reckless abandon. He finds [illegible] wishing, has difficulty expressing anger, can be inflexible, self-absorbed and needs the love of his people. He has difficulty discarding those who are worthless. He believes in goodness, is the embodiment of goodness, and this has paralysed him as he cannot arouse within himself a sense of righteous indignation or passion to act violently against those who are bad. This is his [illegible] weakness. [illegible] these peace-loving qualities are what drew him to the Stranger in the early days, while the aggressive, violent side of Lord British's nature lie dormant. He found himself [illegible] by the Stranger. The Stranger was emboldened by the challenge of fighting evil, excited by it, and [illegible] will [illegible] assist [illegible] this combat [illegible] for this reason he [illegible] the Stranger into his [illegible] knight. [illegible] Avatar [illegible] Lord British to take action for the sake of his people. Finally, Lord British overcomes his paralysis and unleashes righteous [illegible] his importance as a ruler fails [illegible] and he is able to fight Blackthorn, eventually killing him. His sense of [illegible] unleashed at long last, Lord British once again has faith in himself and will ably protect Britannia should troubles arise in the future. The Avatar's purpose is [illegible]; Lord British can discharge him of his final [illegible]. The Avatar is dispatched in the name of righteousness with the Guardian in the process and both the Avatar and Britannia ascend.



Blackthorn is the venomous, guarded sidekick for the Guardian. He was originally a citizen of Britannia who was justly punished by Lord British, but, like a petulant child, feels wronged. As a result, he has set out to thwart Lord British by whatever means necessary. The Guardian recognised him as an easy means to his ends and brought Blackthorn into his [illegible] as his right-hand man. It has been [illegible] by the Guardian to convince Blackthorn that he will be rewarded with his own world over which he can play god. Blackthorn is a being of limited scope and intelligence. His childish inability to take responsibility for his actions and accept punishment from Lord British reveals his pathetic [illegible] sense of entitlement. He is completely confident that he will crush Lord British, help the Guardian defeat the Avatar, and live for eternity with his own world. Blackthorn is a classic narcissist. He exhibits a grandiose sense of self-importance, exaggerates his achievements, feels entitled to special treatment, is preoccupied with fantasies of unlimited success and power, thinks himself brilliant though reality would indicate otherwise, lacks empathy for others and is highly envious of what others have. [illegible] this overblown display of ego is actually a disguise for deep self-loathing.

Ultima first hit our monitors in the early 80's and has gone on to become one of the biggest selling RPG's of its kind. Richard Garriott has always been the front man and inspiration to the game bringing in new personnel on a regular basis. The ninth title in the Ultima series, the last version being the online version which you not only have to pay to join and buy the full retail game but pay for local calls. Ultima Ascension offers interaction at its very best and a real world environment that many are saying is unsurpassed.

The basic game idea is that you must lead the Avatar down the paths that follow eight virtues and turn the avatar into a good guy. There are eight major cities each based on the eight virtues, which include [illegible], a place of fighters and with plenty of valor; Yew, [illegible] the woods; Minoc, where craftsmen work hard at [illegible] the virtue sacrifice; Skara Brae, where rangers and philosophers live; Magincia, a town full of proud people; Britain, the home of the bards who are full of compassion; Moonglow, where magic and the truth reign and finally Trinsic, a place of honour.

The powerful being known as the Guardian, from Ultima 7 & 8, established himself in Britannia while you, the Avatar, were trapped on a world called Pagan (the setting of Ultima 8). There are 8 dark columns throughout the land of Britannia, presumably created by the Guardian, which are causing destruction and manipulating the citizens towards a non-virtuous mindset. Your job of course will be to set things right.

Ultima Ascension will be the last Ultima to feature the Avatar and will tie up a lot of loose ends from the entire Ultima series of games. If you're a veteran of the series you'll recognise a lot of familiar characters, places and items from previous games. The game will come on multiple CD's with a long and detailed impressive loader.

[illegible]

[illegible]

[illegible]

[illegible]

[illegible] Richard [illegible] Lord British [illegible]

Britannia like never before. The further you progress in the game the more moves you will be able to make and so keep tabs on the interface and the many menu bars that will aid you in your progress. To those that worry about complex story lines, fear not for a long narrative will explain to the user what is required in the smallest of details. Although the plot sort of kicks off from the last title you do not have to have played it to enjoy this experience. An RPG with strong adventure roots!

Team quotes: "The story ending will be stunning... you should have a sense that the major characters have come to fruition or actualised, the plot arc should be resolved and the questions answered. Currently the world has over 175 NPC's who all have unique conversations. We are still adding more people to the world, and may have as many as 200-250. This does include guards, although unlike older Ultimas, most of the guards are not generic, all saying the same thing. The cities will be full of people, some with more than others."

A majority of narrative cinematics has been developed as pre-rendered flics. There are some moments within gameplay where control is taken from the player and a linear sequence of events plays out (therefore both techniques are used). Several points led us in the direction of using pre-rendered flics.

While the UA game-engine is incredibly versatile, coding sufficient tools to choreograph a complex narrative scene was low in priority for our programming team. These tools are readily available in off-the-shelf animation software like Lightwave and 3DSMax.

While our in-game characters are beautiful to look at, they can't convey the extremely subtle emotional subtext that we wanted in our flics – a squint of suspicion, a start of surprise, etc.

I COULD SWEAR SOMEONE'S WATCHING ME

While the world is rendered beautifully and the artwork beyond par, off-the-shelf software provides us with a broad range of control for lighting and special effects.

Regarding the weather conditions - Ultima: Ascension does support rain and fog to varying degrees. The wind also changes with weather. Sunny days have a light breeze, stormy weather has a heavy wind that kicks up. The sky will smoothly transition from daylight to storm conditions. There is lightning, both in terms of a sky image and in terms of the light source flashing the world. Currently the sky smoothly transitions from day to sunset to night and back again in the morning. And, because the weather is geographically located, when you pass through a moongate you'll get different weather at the other end. No seasons though.

The physics in the game does include buoyancy, but we don't utilise that for swimming. We do feel it would be tedious to have to disrobe to swim. This may change, but currently your armour has zero effect on your ability to swim.

Ultima:Ascension is a real time combat game, and there are no plans to add turn-based combat. Arrows do "stick" in your opponent, but they fade out over time after their damage is done, making it impossible to re-use them. Otherwise during bow combat, an opponent with a lot of hit points would begin to resemble a porcupine.

Magic: There will be 8 circles of magic (with spells of increasing power in each circle) plus one circle of linear magic (very simple spells that don't cost any reagents or mana to cast). Each circle will have one spell for each of the 5 elements introduced in Ultima 8: earth, air, fire, water and ether. The spells will cost you something, however, like mana, and "on the fly" spells will be restricted by something of that nature. Ritual magic will require the player to perform a specific sequence of activities in order to cast the spell. You will also be able to create potions with magical effects.

CONTINUED LATER

UNREAL TOURNAMENT

A SINGLE PLAYER EXPERIENCE LIKE NO OTHER! GUIDE YOUR TEAM OR 'BOTS' {VIRTUAL TEAMMATES} AGAINST THE HARDEST CRIMINALS IN THE GALAXY AND BECOME THE UNREAL GRAND MASTER!

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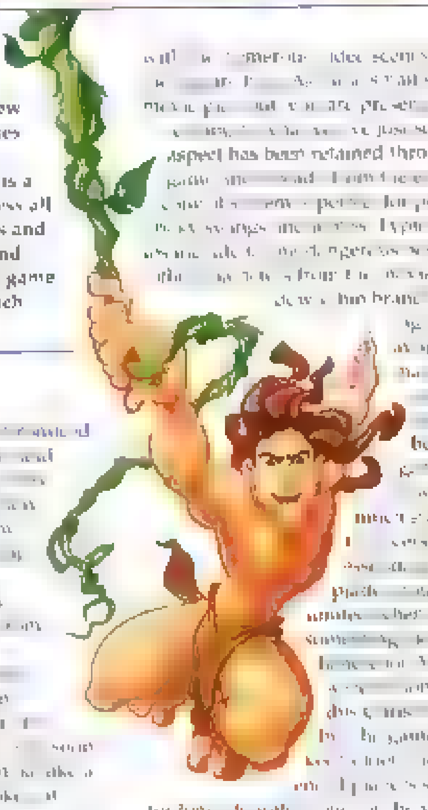
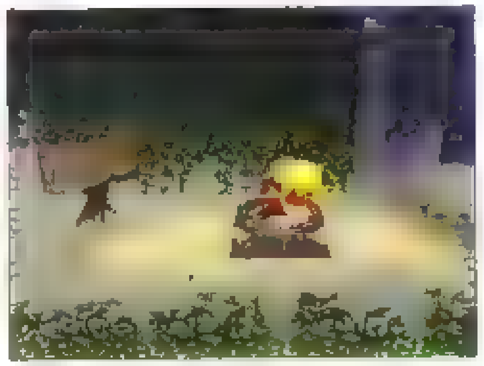
Like prometh[illegible] the workers [illegible] the great Sony PlayStation game factory we need to check all new products for quality and in some cases serious flaws and then hand in our report. That's reviewing. Previewing is a similar task but here we have to assess all those early releases, alpha code discs and quick slap together efforts and try and report back on what we think a new game will be like. Below you'll find six such reports. [illegible]

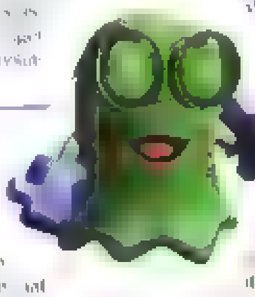
TARZAN



[illegible] some sound [illegible] graphics [illegible] animations, not to mention the ambient sound effects, funky music and fast paced platform [illegible] special something, but [illegible] secret levels accessed by finding all four sections [illegible] special [illegible] will [illegible] cinematic video scenes [illegible] aspect has been retained throughout the game [illegible] jungle [illegible] looking [illegible] player. Find out more at www.playstation-europe.com/tarzan.



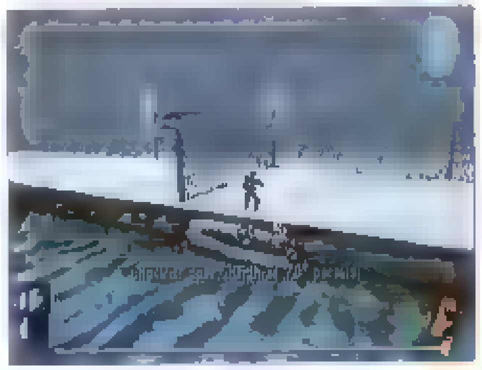
PAC-MAN WORLD



[illegible] the legendary Pac-Man [illegible] ideas anyone? Didn't think so. In fact Namco are releasing Pac-Man World just in time for the 20th Anniversary of the [illegible] character that dared to take on the mighty space [illegible]. This new Pac-Man game will feature three different play modes starting with the Quest game, Mazes and Classic Pac-Man. The Quest [illegible] collecting power pellets [illegible] bad guys and negotiating [illegible] puzzles. The game is divided up into six worlds namely Funhouse, Archaeology, Factory, Pirate, Space and Haunted Mansion [illegible] essentially it's a 30 level platform-style game featuring a full 3D world. The great thing about the Quest mode is the fact that Namco haven't tried to take things too far with this classic update, in other words [illegible] see Pac-Man [illegible] a rocket launcher and [illegible] the ghosts. The [illegible] you'll have access to in this game involves some tasteful [illegible] some rev[illegible] [illegible] and the side [illegible] better [illegible]. The Mazes mode [illegible] classic game [illegible] levels [illegible] Pac-Man [illegible] Pac-Man World [illegible] keeping [illegible] from the [illegible].

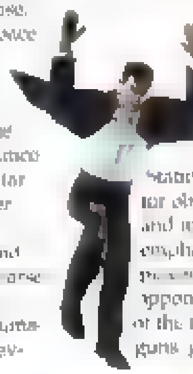
MISSION: IMPOSSIBLE

Why is it [illegible] that was filed under impossible in the cabinet marked classified [illegible] you assume the role [illegible] Impossible Mission Force (IMF) field-agent Ethan Hunt as he works his way



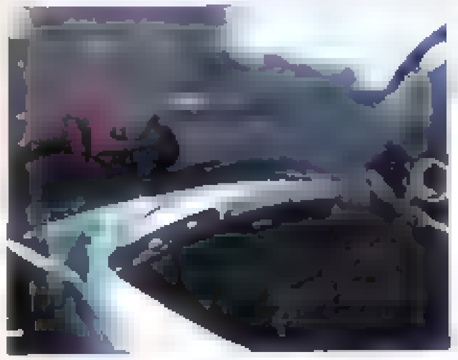
THIS IS WHERE IT ALL STARTS

[illegible] through [illegible] missions [illegible] number of other highly trained IMF agents at your disposal so if you like you can send them into battle while you take all the credit. The game is a 3D-action adventure featuring espionage and sabotage elements and looks, feels and tastes similar to Syphon Filter and Metal Gear Solid spy thriller [illegible] from the Russian [illegible] Prague [illegible] Station in London. Players will need to search for objects and weapons as they explore levels and interact with [illegible] characters. The emphasis is [illegible] opponent to infiltrate enemy strongholds. Some of the more interesting weapons include dart guns, gas injectors, blowpipes and smoke gener[illegible]

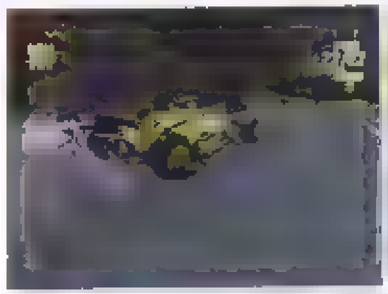


[illegible] them [illegible] and the [illegible] together [illegible] more [illegible]

FORMULA ONE 99



[illegible] among the [illegible] the most popular titles are the [illegible] officially licensed by Formula One [illegible] the fourth [illegible] Championship [illegible] features expands the depth and quality of gameplay [illegible] the developers experience [illegible] the highest standards [illegible] like play-testing, front-end design, administration and other tasks, it seems destined to [illegible] charts once again. All the circuits have been meticulously recreated through direct access to the archive of the FOA circuit department.

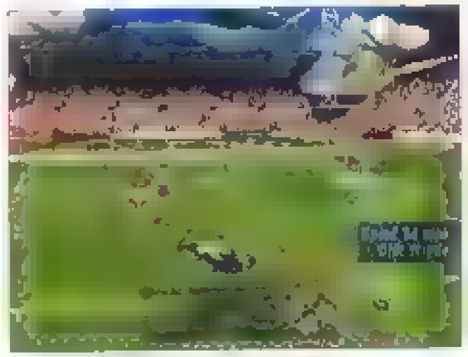


CRASH TEAM RACING

[illegible] and the graphics. The game [illegible] battle mode that allows up to four different players to race on the same screen. Besides the simple task of racing [illegible] boost. These [illegible]

UEFA STRIKER

[illegible] soccer game with a strong emphasis on [illegible] control method and an extensive [illegible] hand in hand with [illegible] squads, unique Total Control System, new 3D [illegible]



[illegible] for a challenging experience. UEFA Striker [illegible] its release with some of the [illegible] in football [illegible] signs of competing at the highest level. Simplicity seems the order of the day yet it does not lack the intense gameplay issues that make football simulations [illegible]. All the [illegible] whistles of crowds chanting, detailed commentary and the odd dive culminate into making UEFA Striker a decent competitor for the top [illegible] this [illegible]

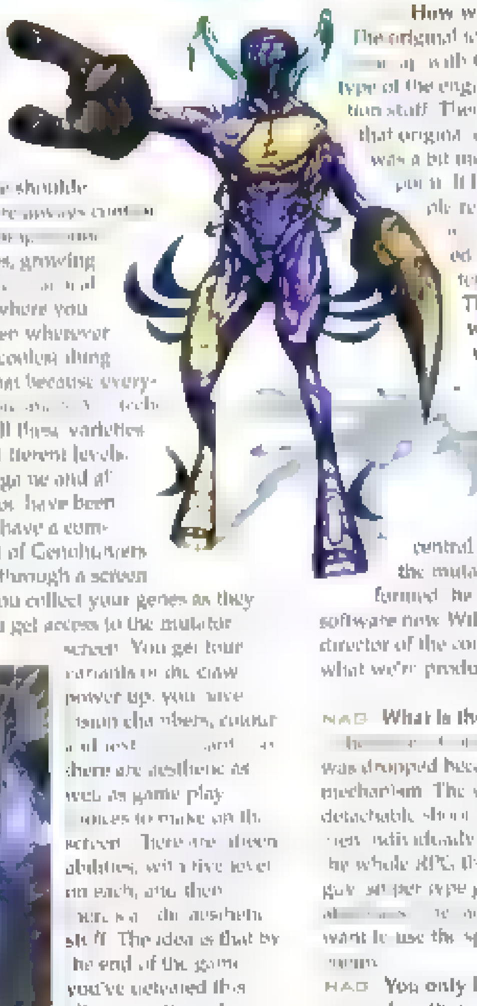
Computer Artworks, headed by some say creative ideas/artist genius William Latham, has previously worked on titles such as Organic Art, a surreal screen saver. Now the team is moving on to their first real 'game' but drawing inspiration from their previous work. I met up with producer Vince Farquarson and William Latham himself to get a fuller insight into what they are creating

STRATEGY RPG
COMPUTER ARTWORKS
VIRGIN INTERACTIVE
MULTIMEDIA WAREHOUSE
0[illegible] 1000
DECEMBER 99
WWW.A[illegible]WORKS.CO.UK

evolva

Evolva, what is the scenario behind the game?

[illegible] the Genohunter is [illegible] and over the [illegible] years it has now got this [illegible] ability to modify itself. So the idea being [illegible] take this Genohunter which is like a [illegible] you can put it into any kind of combat zone/war environment where it [illegible] things, and absorb them and [illegible] their genes. It will find out what is good about that gene and [illegible] will use it. It will get better and better until it becomes the ultimate fighting machine [illegible]. As the player you are [illegible] the policeman of the galaxy. You just look after all the affairs and keep these [illegible] waiting to use them in future scenarios. The first thing you will get is a message from your base saying something weird is happening on the outskirts of your galaxy, you have to go and investigate. [illegible] basically happens is that there is this enormous alien parasite, it flies through space eventually crashing into the planet. Once it has landed it sprouts huge limbs and starts growing all over the planet and burrowing through it and producing lots of baby eggs. At the same time [illegible] produces lots of guardians to protect [illegible]. Eventually the baby eggs will become mature and they explode the planet, sending off loads more eggs, this is what you are [illegible] against. You [illegible] attacking creatures, growing [illegible] command mode where you can move your men wherever you need to. The coolest thing about Evolva is that because every-[illegible] technology we have all these varieties of weapons and different levels. By the end of the game and all the experiences you have been through you will have a completely unique set of Genohunters and [illegible] done through a screen called mutator. You collect your genes as they build up then you get access to the mutator screen. You get four variants of the claw power up, you have [illegible] chambers, colour [illegible] and [illegible] there are aesthetic as well as game play choices to make on the screen. There are fifteen abilities, with a five level on each, and then there's all the aesthetic stuff. The idea is that by the end of the game you've defeated this alien parasite and you have your own unique set of Genohunters. Then you're able to go online where you can trade Genohunters, or you can go head to head in a death match



This is your first major game, have there been any major problems?

[illegible]

How was the game created?

The original idea was Mark Atkinson's – he [illegible] with the concept and made a prototype of the engine using the idea of the mutation stuff. Then I came on board and took that original concept and changed it a bit, it was a bit more of a strategy game at that point. It has been a combination of people really. Everything was sketched [illegible] then we imported them in and used them as templates to create the models. The way we work is that [illegible] would do a design brief [illegible] would do, this creature appears here, does this [illegible] and that [illegible] artist who would do an art brief. Then we have regular meetings, usually with Carl and myself, and it's quite a firm harangue. The central input from William has been the mutation stuff [illegible] and Mark formed the company to make interesting software now William's involvement is creative director of the company – he's always looking at what we're producing.

NAG What is the strategy part of the game?

[illegible] that was dropped because we came up with a better mechanism. The way we picture it now is a detachable [illegible] of your men individually or all together. There is also the whole RPG thing, we've got a [illegible] guy, a [illegible] guy, sniper type guy, they all start with different [illegible] element is that you might want to use the speedy guy to distract the enemy.

NAG You only have four soldiers, what happens when they are killed?

As you go through the levels you are powering up, if you die, you get blown into body bits, and those body bits contain genes, so your other guys can soak them up. When you come to the next level that guy gets regenerated [illegible] that is that he hasn't got all those genes that he powered up so you might want to replay

and try and get him with [illegible]. You could choose to power up [illegible] or just make up one mad guy with the other [illegible]

You have said there are millions of combinations so no game will ever be the same even with just four, there are twenty [illegible] variants. With so many will it be a search for the player?

There is a [illegible] making it different every time [illegible] then you have 10 [illegible] five levels of each of these [illegible]

the [illegible] mutation, which [illegible] Photoshop with layers. One [illegible] might be [illegible]

What sort of tools etc have you created for the game?

[illegible] strained to a block based or an in-game map builder. We have actually used Macs to create all the game [illegible]

[illegible] the side. The really nice thing is that [illegible] pause [illegible] that point, and you can change your [illegible] and then go back into the game. We also used that as on the scripting [illegible] is another [illegible]

It has been stated that creatures and environments in the game behave in a natural/realistic way, how?

[illegible] but what can happen is you [illegible] his home zone and he will say [illegible] memories, they can hear and speak to each other

Your company seems to focus on the graphical element of the game, maybe people will look at it and think ok it looks good but from the gameplay point of view it is

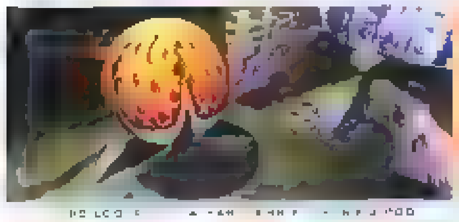
ABILITIES

[illegible] HEAD TO HEAD IN [illegible]

[illegible]

FLORA

AS WELL AS THE ALIEN AND HIDDEN [illegible] CREATURES POPULATING THE ENVIRONMENTS THERE IS ALSO A RANGE OF [illegible] PLANT LIFE. SOME EXP[illegible] AND OTHERS SIMPLY EAT YOU



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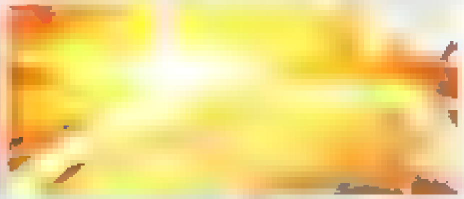
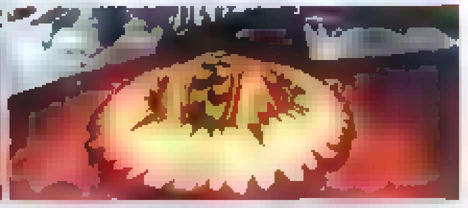


[illegible]

[illegible]

[illegible]

[illegible]



[illegible]

still its show n, etc

[illegible]

You have got a strong ethos of an intel-lectual company with cerebral ideas because of the organisation, is it something the company consciously works on?

[illegible]

At the bottom of the screen you have the four camera views, are they from each of your Genohunters?

[illegible]

[illegible]

How many missions are there?

[illegible]

What form does the dialogue take?

[illegible]

Who is the game aimed at?

[illegible]

Are the missions in the game linear?

[illegible]

What are your thoughts on other games on the market?

[illegible]

DEREK DELA FUENTE

3D TACTICAL COMBAT SIMULATION

- Take command of a five-man team using actual SWAT tactics and weapons.
- Experience the intensity of actual SWAT tactical situations, and face off against more than 200 unique characters.
- Advanced 3D engine allows photo-realistic characters and environments, from dynamic lighting to mirrors.
- Follow a career or mission track over 20 missions with endless replay possibilities.

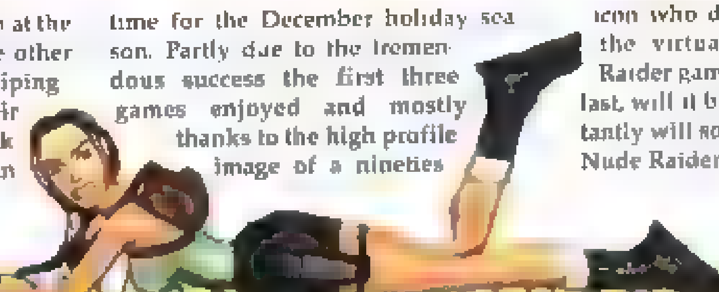
SWAT 3
CLOSE QUARTERS COMBAT

CREW

SIERRA STUDIOS

[illegible]

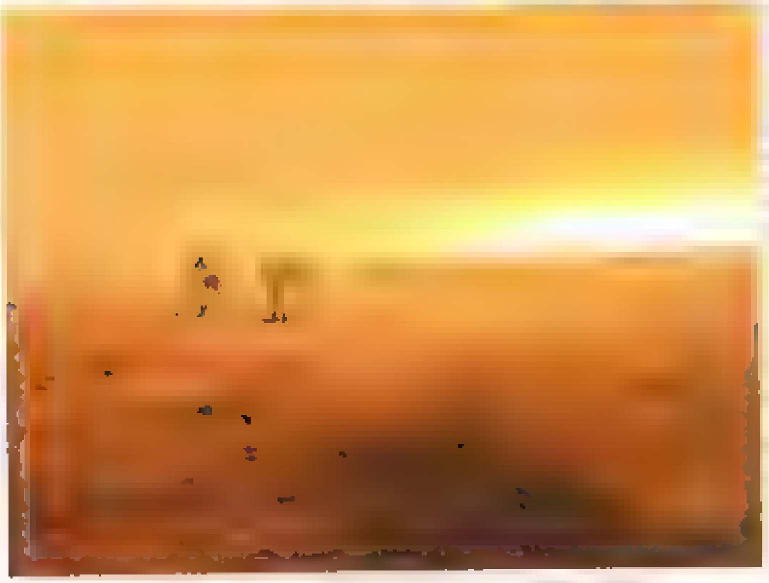
No doubt many will simply yawn at the logo sitting on this page, on the other hand many will already be wiping saliva from the bottom of their quivering lower lip. She is back and as luck would have it, just in time for the December holiday season. Partly due to the tremendous success the first three games enjoyed and mostly thanks to the high profile image of a nineties icon who doesn't really exist outside the virtual world, the last Tomb Raider game is upon us. Will it be the last, will it be the best and most importantly will someone please find the real Nude Raider cheat already?



TOMB RAIDER
THE LAST REVELATION

The game will be based entirely on Egyptian locations [illegible] plot revolves around ancient mythology and the [illegible] the stars [illegible] the [illegible] the millennium [illegible] Tomb Raider The Last Revelation and it is almost here. There is a new engine [illegible] the [illegible]

[illegible]



[illegible] We begin [illegible] Egypt when [illegible] artefact and images [illegible] the [illegible]

inventory system and this time the developers have truly turned to the original game for inspiration. Smaller locations, tougher puzzles and no silly trips [illegible] made you feel, well this is what [illegible] hoping [illegible] the Tomb Raider history.

The story behind the game is a very focused tale [illegible] she [illegible] so fascinated with [illegible] she was as a young girl and finally now she, with your help, saves humanity

Egyptian God Set, Lara also learns that only she can re-imprison Set. To do this she needs to [illegible] Horus at the correct alignment of the Orion constellation at the turn of the millennium [illegible] she [illegible] led into an ambush but again eludes her attackers and escapes across the Nile. Here we learn of Lara's rival and his evil intentions. So begins the adventure leading Lara to the Tomb of Semerkhet at Karnak, Alexandria, the city of Cairo and finally on to the Giza Pyramids for the final battle. For the most part the story is

[illegible]

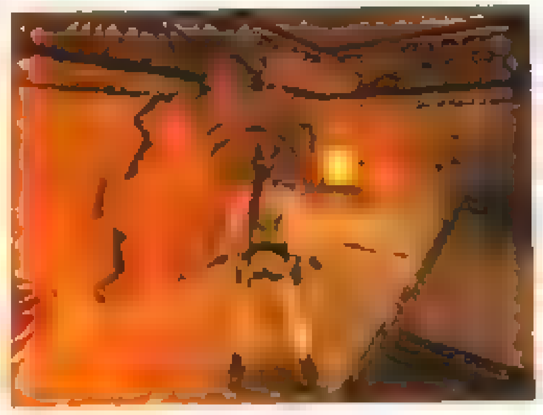
[illegible] interest such as Tomb of Semerkhet at Karnak, Cairo, The Giza Pyramids, Alexandria and the Valley of the Kings. This might seem a little small but the developers have stated that this game will be around the same size as the previous titles. This time the separate locations are smaller and more atmospheric [illegible] The overall [illegible] The only real [illegible]

YOUR PASSPORT IS NO LONGER VALID...

[illegible]

ACTION ADVENTURE (PC PSX)
CORE
EIDOS INTERACTIVE
[illegible]
(01 [illegible]) 25[illegible] [illegible]11
DECEMBER 99
WWW.EIDOS.COM

[illegible] maps [illegible] to the hints and tips if stuck [illegible]



[illegible]

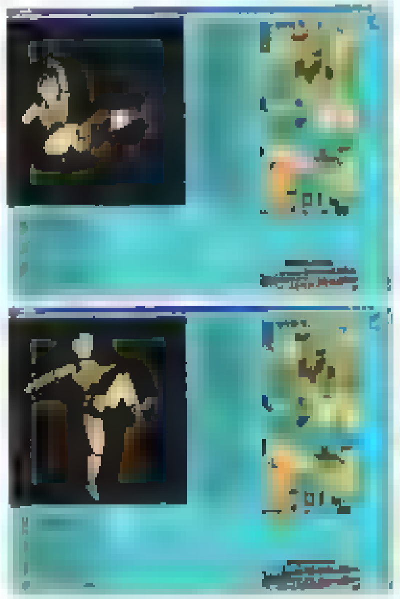
[illegible] that must [illegible] rest of the game [illegible]

[illegible] Tomb Raider [illegible]

TOMB RAIDER: THE LAST REVELATION

[illegible]

[illegible]



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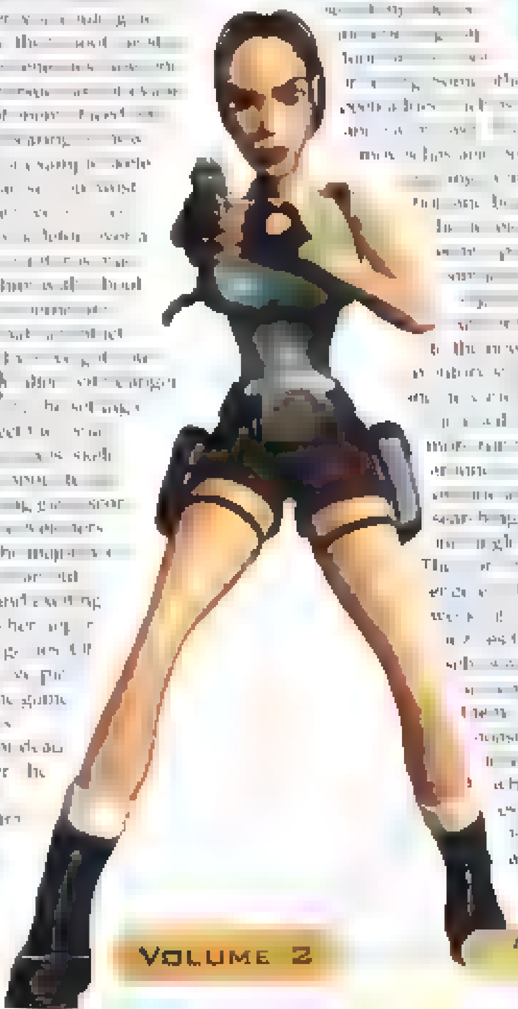


[illegible]

[illegible]

RADTAG

EA SPORTS
FIFA 2000
3
GIMME NET-VIOLATING-AIR-SHREDDING-LIGHTNING STRIKES GIMME STUD-RUPTURED-TURF-CHURNING SHIN-SHEARING-TACKLES GIMME A-WIDE-AWAKE EYE-POPPING-GLOBAL-SPECTACLE GIMMEFIFA
FIFA 2000 THE ALBUM
FIFA
EA SPORTS
easports.com
It's in the game
Africa
www.ea.co.za

NAG Rating System

39% - 0%

[illegible]

49% - 40%

[illegible]

59% - 50%

[illegible]

69% - 60%

[illegible]

79% - 70%

[illegible]

89% - 80%

[illegible]

100% - 90%

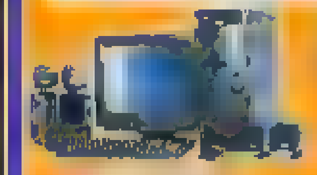
[illegible]

THE MARCH OF TECHNOLOGY

The time for gamers in this country grows short. Not in the Armageddon, end-of-the-world kind of way, but in a slow, cancerous style, as our machines become older and older, and less capable of running the new products that are hitting the market.
Our recent survey indicated that a large percentage of gamers out there are still running standard Pentiums, mostly P166 and P200's. This means that, when the flood of Christmas titles for 1999 hit our shores, vast numbers of people out there won't be able to play them. What is to be done about this situation? Well, we can whine and moan, and stamp our little feet until the cows come home, but let's face facts. South Africa is hardly a big market demand in the international view of entertainment software. Developers hardly think "well, let's try to keep this game's specs down for the poor little South Africans." Games are developed for overseas markets, primarily, and it's a hell of a lot cheaper to upgrade over there than it is here.
All we can do is grin and bear it. Look on the positive side. You want to play games the way they should be played? Then you better learn the self discipline that it takes to save up for the machine! Oh, it's very easy for us to say; what with these fancy machines that we use at NAG, but, believe us, if there were no gamers out there, there would be no NAG!

CREATIVE

ALL GAMES REVIEWED ON
CREATIVE LABS BLASTER PC PREMIUM SYSTEMS



BLASTER PC

Intel Pentium III 500 MHz Processor
Intel 440BX AGP-Chipset Motherboard
128 MB SDRAM Memory (PC-100)
13 GB Ultra DMA Harddisk
1.44 MB Floppy Drive
Microsoft Windows 98 Pre-Installed
Sound Blaster Live!
PC DVD 6X MPEG2 Kit with Dxr2 Technology
3D Blaster Riva TNT 2 Ultra 32 MB
Cambridge SoundWorks FPS 2000 Speakers
Modem Blaster Flash56 PCI Modem
BlasterPC Black Case with INFRA Remote & FM Tuner
17" High Resolution Monitor
104 Key Keyboard
PS/2 Mouse

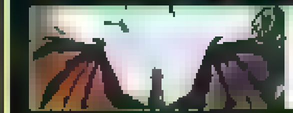
AGE OF EMPIRES II
THE AGE OF KINGS

EDITORS CHOICE

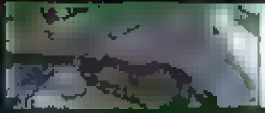
Microsoft's Age of Empires II: Age of Kings is one of the best RTS games to surface this year. This long awaited sequel to the popular Age of Empires deserves to win our Editor's Choice award hands down!

See PG 44

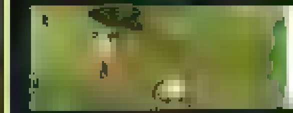
The Awards Ceremony



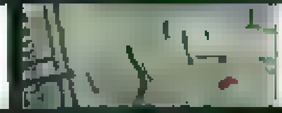
Drakan
PG 52



GP 500
PG 56



Links LS
PG 60



Shadow Company
PG 62

WWF Attitude
PG 70

TOMB RAIDER
THE LAST REVELATION

Features:
- New inventory system allowing Lara to combine items to make tools, map her progress and get hints and tips during her adventuring!
- Interactive environments - Lara can shoot switches, read inscriptions, blow up walls, kick down doors etc.
- More new moves than ever before - including climb and swing from ropes!
- New weapons and items include crossbow, tracer bullets, binoculars and flash-light!
- Highly evolved A.I. - enemies mimic, counter and dodge Lara's moves.

CORE
EIDOS
PlayStation
PC CD
CREW

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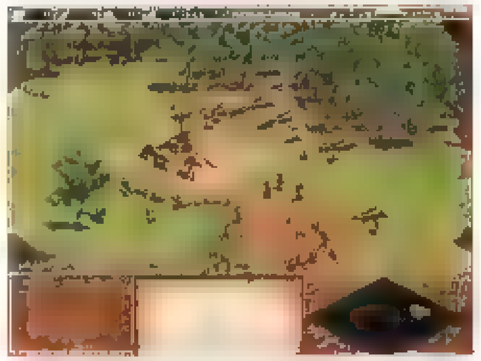
AGE of EMPIRES II

THE AGE OF KINGS

Unlike many others, this sequel was not announced until relatively (!) recently. However, ever since it has been hotly anticipated, especially among a solid cadre of Age of Empires supporters, Age of Empires II: Age of Kings stands to gain fresh subjects.

R A V E N

I [illegible] Age of Kings [illegible] the Earth [illegible]



[illegible] managed to combine the best of many worlds [illegible]

NEW AGE GAMING EDITORS CHOICE

NEW AGE GAMING ACHIEVEMENT OF EXCELLENCE 91%

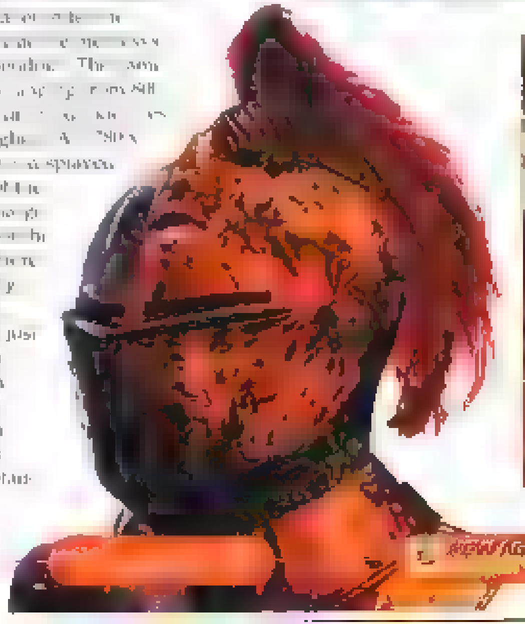
[illegible]

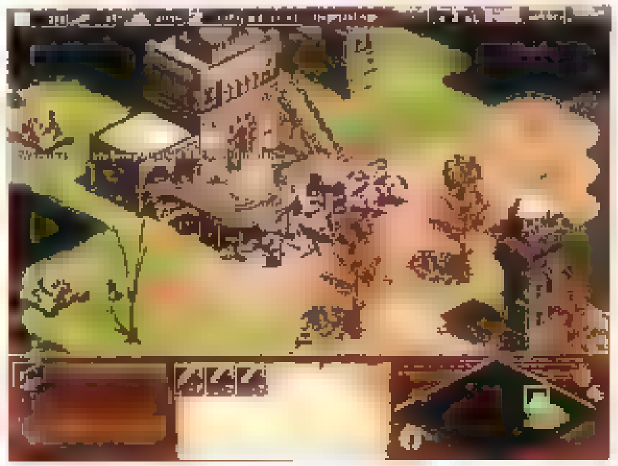
instance, the Franks' cavalry enjoys substantially [illegible]

[illegible] The next thing that you'll [illegible] shortcut a building is ordered [illegible] are occasions where I wonder why it sounds to me like my Frank troops are speaking to me in [illegible]

[illegible] units can be assigned hot-keys (as is the norm these days in RTS). Audio queues alert you to [illegible]

[illegible] look like they might fit in the building, that gave them both several at a time. Besides this, AoE2: AoK also features a [illegible]





UNIQUE UNITS - BY CIVILIZATION

Mongols

Mangudai - [illegible] archer [illegible] against [illegible] weapons.

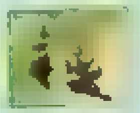
The Mongols were almost [illegible] army. Their ranks included [illegible] thousands of mounted archers [illegible] onto the chosen battlefield [illegible]

Persians

War Elephant - slow but strong and well armored [illegible]

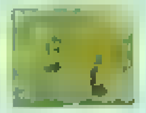
[illegible]

Saracens



Mameluke - camel cavalry with a ranged [illegible] attack [illegible] dom. They were highly trained and enjoyed strong morale due to their indoctrination.

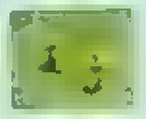
Teutons



Teutonic Knight - [illegible]

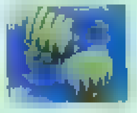
[illegible]

[illegible]



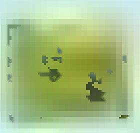
[illegible]

Vikings



Longboat - fast landing craft

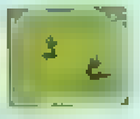
[illegible]



Berserk - [illegible]

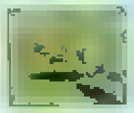
[illegible]

[illegible]



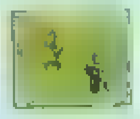
[illegible]

[illegible]



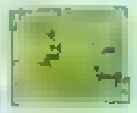
[illegible]

[illegible]



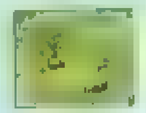
Woad Raider - [illegible] would dash in, deliver some damage, then fade back into the trees.

[illegible]



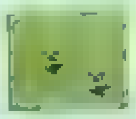
[illegible]

[illegible]



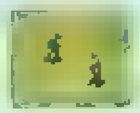
[illegible]

[illegible]



[illegible]

[illegible]

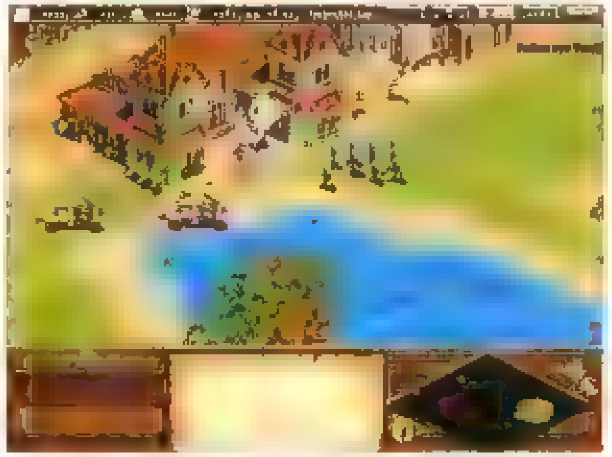


[illegible]

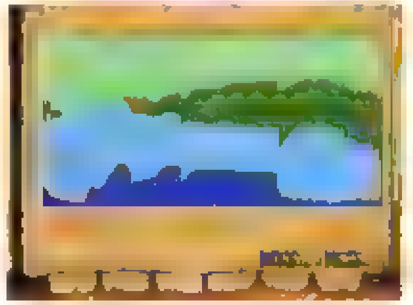
[illegible]

[illegible] attempts at formation management, with the most [illegible]

[illegible] lead, followed by weaker but more mobile units, and followed up by ranged fighters and monks. Furthermore, the two halves will "squash" whatever you target between them. The box formation revolves [illegible]



[illegible]



[illegible]

ALL GAMES REVIEWED ON CREATIVE LABS BLASTER PREMIUM SYSTEM

BLASTER PC

PC CD-ROM

R.A.V.E.N.

GENRE
Real Time Strategy

[illegible] control [illegible] combines well with totally new concepts in communication and artificial intelligence. Computer opponents fight intelligently, and wise use of all tools (such as [illegible]) will be necessary to ensure victory.

Developer	Publisher	Supplier	RRP
Ensemble Studios	Microsoft	[illegible]	R 299.00

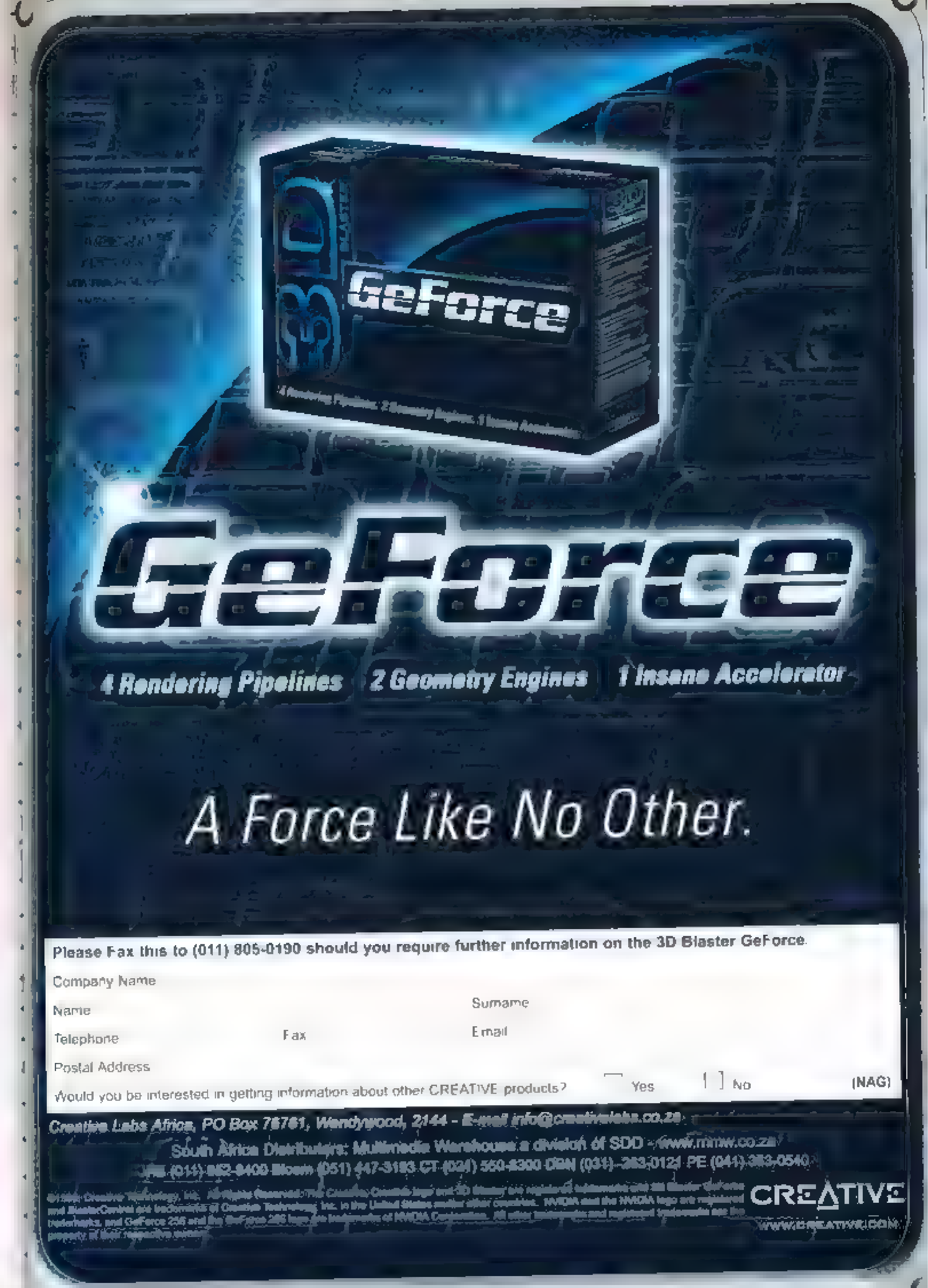
http://www.microsoft.com

Multiplayer	Comparitives	Pro's	Con's
Yes	Age of Empires	[illegible] Multiplayer Features [illegible]	[illegible]

Min Requirements	Recommended
[illegible]	[illegible]

Graphics	Sound	Control	Story	Continuity	Playability
91	88	95	90	91	90

91



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[illegible]

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VOODOO3 2000 PCI

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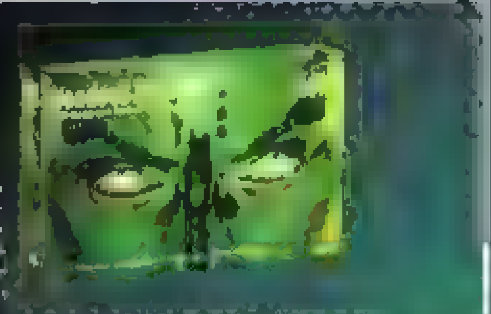

VOODOO3 3000 AGP

16MB, over 60 frames per second, 2046 x 1536 resolution, AGP slot required

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16MB, over 60 frames per second, 2046 x 1536 resolution, AGP slot required, TV Tuner, Video and Audio In/out, software bundle

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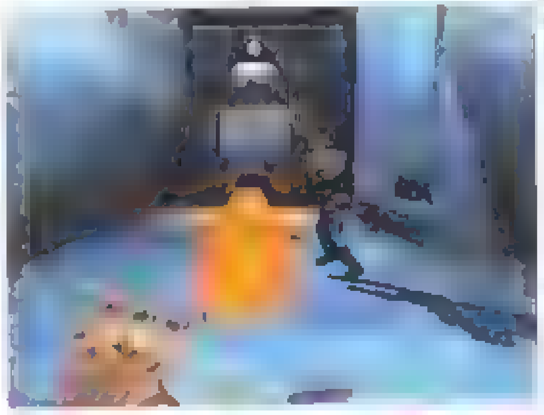
It's true what they say about first impressions being lasting impressions. So true, in fact, that we sometimes allow first impressions to totally cloud our judgement, making it difficult to be objective. It comes about when a game appears to be far more than it actually is, when it bypasses common sense and a critical eye. Such a game, and the one that lead me to my moment of weakness, is Requiem.

REQUIEM
AVENGING ANGEL

[illegible]



[illegible]

CREATIVE
ALL GAMES REVIEWED ON CREATIVE LABS BLASTER PREMIUM SYSTEM
BLASTER PC

PC CD-ROM

SHYRKE

GENRE
FPS Adventure

Developer: Cyclone
Publisher: Ubisoft
Supplier: Multimedia Warehouse
RRP: R 349.00

http://www.requiem.co.uk

Multiplayer: Yes
Comparitives: Half-Life
Pro's: Interesting story. Nice Atmosphere
Con's: [illegible]

Min. Requirements: Pentium 166 MHz, [illegible] MB Ram, 4x CD Rom, [illegible] MB Video Card, [illegible] MB HD, Windows 95/98

Recommended: Pentium 200 MHz, [illegible] MB Ram, [illegible] Rom, 4 MB AGP Video Card, [illegible], Windows 95/98, Direct X 6

Graphics	Sound	Control	Story	Continuity	Playability
54	[illegible]	50	[illegible]	59	58

61

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Force Feedback
Headphones
Takstar introduces a set of bass-response that actually shake and vibrate with gaming action!
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For all time, Dragons have fuelled mankind's imagination with images of fiery breath and ancient intelligence, soaring through the skies with wondrous, hidden treasures. In fact, Dragons can be found in almost every major folklore and mythology around the globe. They have been the staple of fantasy fiction, both in printed and filmed matter, for as long as the genre has existed, as both heroes and villains. And now, they enter into the realm of computer games as one of the two heroes in the wonderful epic, Drakan [illegible]

DRAKAN
Order of the Flame

NEW AGE GAMING
ACHIEVEMENT OF EXCELLENCE
DRAKAN: ORDER OF THE FLAME
92%

W[illegible]

ALL GAMES REVIEWED ON CREATIVE LABS BLASTER PREMIUM SYSTEM
BLASTER PC
PC CD-ROM

SHYRKE

GENRE
3D Adventure

Developer: Psygnosis
Publisher: Psygnosis
Supplier: [illegible]
RRP: R 299.00

http://www.drakan-game.com

Min Requirements: [illegible]
Recommended: [illegible]

Multiplayer: Yes
Competitors: [illegible]
Pro's: [illegible]
Con's: [illegible]

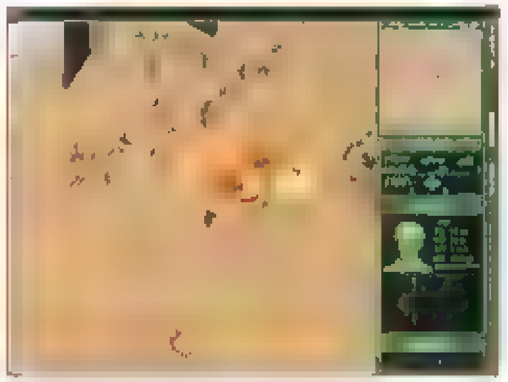
Graphics	Sound	Control	Story	Continuity	Playability	
90	95	87	93	92	95	92

In its own unique way the first game showed us that we could relive our childhood plastic soldier battles minus the mud and the begging of parents for replacement soldiers after the aerosol can flame-thrower siege. Playing with plastic toy soldiers could occupy many an afternoon as a child, now you can do it all over again without looking like a tool or getting your clothes dirty

Red Tide

ARMY MEN II

[illegible]



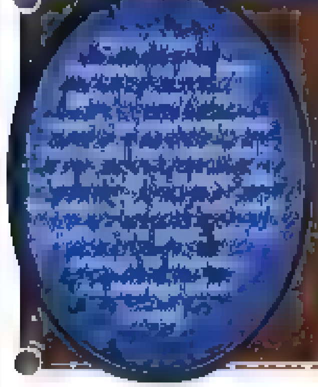
[illegible]

ALL GAMES REVIEWED ON CREATIVE LABS BLASTER PREMIUM SYSTEM
BLASTER PC

PC CD-ROM

RedTide

GENRE
Real Time Action



Developer	Publisher	Supplier	RRP:
3DO	Ubi Soft Entertainment	Multimedia Warehouse [illegible]	R 299.00

http://www.ubisoft.co.uk

Multiplayer	Comparatives	Pros	Cons
Yes	Army Men	Real World Locations [illegible]	[illegible]

Min Requirements	Recommended
Pentium 166 MHz [illegible] Ram 4 X CD Rom MB SVGA Video [illegible] Windows 95/98	[illegible] MHz [illegible] Ram [illegible] Windows 95/98

Graphics	Sound	Control	Story	Continuity	Playability	
58	59	61	67	53	68	61

FOX
Kawasaki
BELL HELMETS
Play Dirty!
Grip and [illegible] the excitement, speed and hardcore [illegible] of motocross
Aggressive pack racing
Awesome jumps
Championship Motocross featuring Ricky Carmichael
CMX
PlayStation
So real you'll be picking your teeth out of the mud!
www.championshipmotocross.com
THQ

Ever since having the privilege of first seeing this title at E3 in Los Angeles I have had the urge to make my mark on it, only to find out that no Distributor in South Africa was planning on bringing it in. This sent me on a quest to Hasbro/Microprose to get my leather clad paws on a copy of GP 500 which would hopefully end my frustration at our markets inability to bring in all the top titles into our forgotten country. Now as I stand on the threshold of history, I embark on a journey into power, speed, guts and glory as I attempt to stand aloft the ultimate podium, the FIM Road Racing World Championship.

GP500

NEW AGE GAMING
ACHIEVEMENT OF
EXCELLENCE
91%

My first encounters with GP500 in Los Angeles left me with a bright disposition towards the title from the onset, but as with any racing title there are many gameplay issues that take these titles to greatness. Fuelling my desire was yet another stroke of fortune as I was given tickets to the South African Grand Prix in Welkom, which peaked my interest even more, leaving me anxious the entire day to get home. After returning I ripped open the shrink-wrap like a puppy with a fresh bone and installed what is one of the best racing sims available on PC.

Initial impressions are certainly a good start for any product but more so when your interests lie in the specific area in question. After receiving front seat exposure to the real deal in Welkom it was interesting to note how closely Microprose had modelled the game on the Championship. The front cover of the box sports a close up of Kenny Roberts JNR who was instrumental in getting the technical elements of GP500 as close to the real experience as is technologically possible. The Shell Advanced Racing Team and Suzuki Specialists also added the finer touches to GP500 and this shines through in the gameplay and control attributes of the bike.

GP500 has few competitors in the market and one rival in EA's Superbikes, but being the newer and fresher of the two has its advantages. The GP500 team has capitalised on the extra development time and has almost surgically produced one of the most realistic racing simulations yet seen on a PC. With the seemingly simple option between arcade and simulation you can decide on the level of realism and the finer options can be manipulated to suit your exacting requirements from the game. Strangely enough the gap between the difficulties of arcade and simulation is not as great as expected. My personal preference is most certainly arcade mode but after a few days of playing I had come fairly close to a podium finish at the highest AI level. The differences between the two are simple yet effective, the simulation mode tests your control and braking technique to the max, sometimes leaving you exhausted from the concentration needed to overcome the pressures of close knit racing. In arcade mode the control factor is less explicit but the braking is still key success or failure.

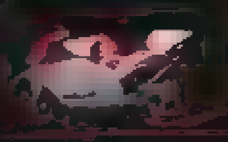
Graphically GP500 must receive a thorough round of applause for an almost flawless representation of the sport with 5 differing camera views as well as wonderful models, animations and excellent location graphics. For all the followers of the FIM Championship you will recognise many location landmarks such as the Ferris Wheel at Suzuka in Japan, unfortunately there is no South Africa representative as all the stats and figures are taken from the 1998 season, which include the 14 tracks of that season only. The rider and bike models are superb and rate on the same par as its EA counterpart if not better, but it lacks the same crash model as Superbikes, which in some way is disappointing as the rider is flung off the bike but reacts with stick-like precision in a totally unrealistic fashion. This is one slip-up in a seemingly endless array of eye candy features that include tyre marks, dust clouds, smoke and sparks from the bike scrapping against the tar of the road, to name a few. All these elements combine to catapult GP500's looks and appeal to the top of its genre. The sound effects have been taken from actual bike recordings and though a little irritating at first it becomes clear that this is how it is when you're in the hot seat. Microprose have included EAX and A3D support for those lucky enough to support the API's, delving deeper into the depths of player immersion into this racing sim.

As with all racing sims the control factor is critical to the success of any title and Microprose (a track record like no other in the simulation field) have once again shown their true grit and determination to stay aloft the simulation market. Acquiring the talents of Kenny Roberts JNR to help with the development has paid off in leaps and bounds by adding first hand experience to the control of the game. With support for all the major peripherals it was surprisingly easier to control the bike on the keyboard than all my fancy gaming peripherals I have stashed away in my office. Why? I cannot quite fathom the answer to that except that Microprose have created such a wonderful touch and feel about the control mechanism that I feel comfortable using my most used device, the keyboard. The bike does not jerk quickly to quick movements but rather banks evenly and majestically into corners. This alleviates any tendencies to suddenly correct an indecision, which will result in testing your leather's durability to tar. This does however leave you in the dirt if you happen to brake a little too late or take the wrong line into a corner but then that is part and parcel of concentrating on perfection. The control mechanism and physics engine in GP500 is superb in all aspects and by adding finishing touches such as sliding the bike into corners and powering out, then losing the backend slightly only to bring it back in line, does nothing more than leave me wondering if I am actually watching a televised coverage of an actual Grand Prix with a gamepad in my hand. Other features include tinkling with your bike settings for getting every last ounce of performance out of these powerful machines (adjustments can be made to tyres, engine, gears, suspension) and can get quite technical if you enjoy the finer details of tuning your bike.

The game is one of those titles that will keep your interest for more than a few months because of its advanced AI system.

Honda NSR 500
First Race: 1985
Engine: Two-stroke V4 water-cooled, 499.27cc
Power: Over 180bhp
Bore x Stroke: 54mm x 54.5mm
Weight: 130kg
The NSR500 V4 is designed for high power output and has been a consistent winner for over 12 years with relatively minor changes in design.

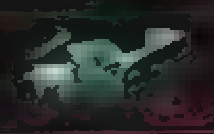
Honda NSR 500V
First Race: 1997
Engine: Two-stroke V2 water-cooled, 499.27cc
Power: 135bhp
Bore x Stroke: 68mm x 68.8mm
Weight: 101kg
The smaller NSR500 V2 is a lighter bike, designed for better cornering and overall performance rather than high-end power.



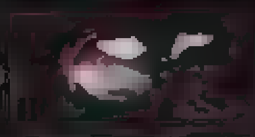
Yamaha YZR500
First Race: 1982
Engine: Two-stroke V4 water-cooled, 499.27cc
Power: 180+bhp
Bore x Stroke: 54mm x 54.5mm
Weight: 131+kg
The Yamaha YZR500 underwent a complete chassis redesign for the 1998 Grand Prix. It has been designed for superior handling, and has a high level of grip for cornering.

Suzuki RGV500
First Race: 1987
Engine: Two-stroke V4 water-cooled, 499.27cc
Power: 180+bhp
Bore x Stroke: 54mm x 54.5mm
Weight: 131kg
The Suzuki RGV is slightly less powerful than its four cylinder competitors but has the advantage of better braking, and the ability to turn into corners faster.

[illegible] MuZ
First Race: 1998
Engine: Two-stroke V4 water-cooled, 499.27cc
Power: Over 160bhp
Bore x Stroke: 54mm x 54.5mm
Weight: 131kg
With an engine developed from sidecar racing, the MuZ provides a high output engine but is less manoeuvrable as it is slightly over weight.

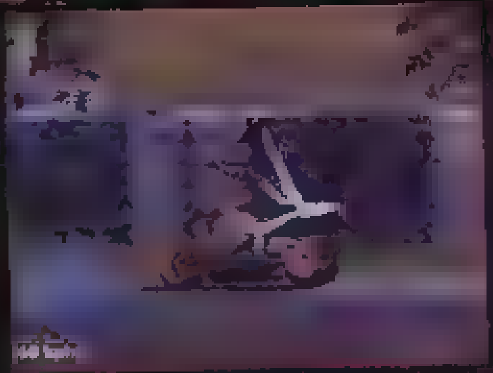


Modenas KR3
First Race: 1997
Engine: Two-stroke V3 water-cooled, [illegible]
Power: 160+bhp
Bore x Stroke: [illegible]
Weight: 116kg
The development KR3 is the only 3-cylinder bike in the competition. The goal of the KR3 is to bridge the gap between V2 and V4 performance characteristics, providing power comparable to a V4 with a 15kg weight advantage.



Computer controlled AI riders are fiercely competitive and will hound you for all you're worth, especially if there is a podium finish up for grabs. I found it extremely difficult to finish in the top three in simulation mode mostly because of the determination of the AI opposition, but strangely enough it is not impossible to win. Grand Prix if your concentration can be held for long periods of play. I was literally sweating with exhaustion (doesn't say much for my mental let alone my physical stamina) after completing a full lap race and only ending sixth I was actually quite proud of my achievement even though it is quite a disappointment that Microprose have left the champagne ceremony unceremoniously out of the game. This is the kind of enjoyment that GP500 holds in store for you [illegible] need to achieve such, the moment you start your engine. I have managed to complete a full season but have been unlucky on a few occasions [illegible] me [illegible] an overall seventh place for the season, not bad considering, but it does leave a lot of room for improvement.

A thoroughly detailed manual is included explaining every ounce of the game including racing techniques such as overtaking [illegible] pacing yourself throughout the race. It also gives you a lesson on how the rules and points systems work in the FIM Championship for those who don't understand the flags and penalties given to riders. I must make mention of the on-screen help icons that appear while racing indicating when breaking and passing manoeuvres can be performed, this can be disabled but is an excellent guide to beginners in the early stages of your racing career. There is also an intuitive save function as well as a wonderful replay mode that is excellent for watching those sweet overtaking manoeuvres and close line finishes that occur regularly in GP500.



I have been extremely impressed with GP500 and can categorically state that there's nothing on the market at the moment to compete against its playability and enjoyment factors. Everybody who has an interest in racing understands that the FIM 500 is one of the most competitive and closest Championships in the world and GP500 highlights that with its superior realism, control and AI system. Unfortunately this review has to be tainted with a bad ending, where and when will GP500 be available on the shelves in South Africa? As it stands right now there is no representative for Microprose in this country but information sent to us does look good for the millennium as far as Microprose is concerned. My only advice to you if you enjoy anything remotely similar to GP500, make a fuss and get a copy. It's the right thing to do.

ALL GAMES REVIEWED ON CREATIVE LABS BLASTER PREMIUM SYSTEM
BLASTER PC

PC CD-ROM

GENRE
Bike Racing Simulator

Developer	Publisher	Supplier	RRP
Melbourne House	Microprose	[illegible]	$ 39.99

http www.grandprix500.com

Multiplayer	Competitors	Pro's	Con's
Yes	EA Superbikes	Advanced AI [illegible]	[illegible]

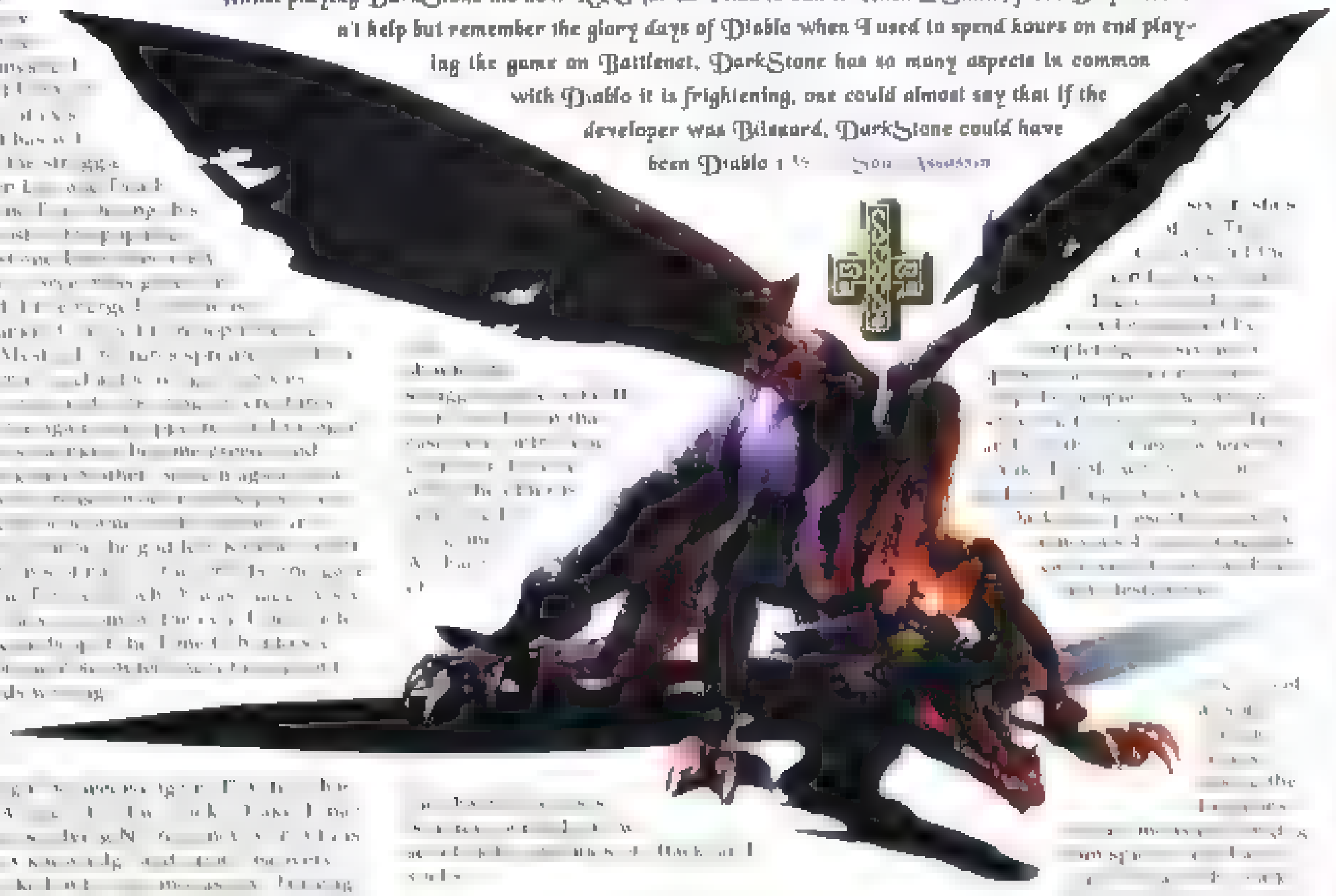
Min Requirements	Recommended
[illegible] Windows 95/98	[illegible] Windows 95/98

Environmental Audio Ready

Graphics	Sound	Control	Story	Continuity	Playability
92	85	95	NA	91	92

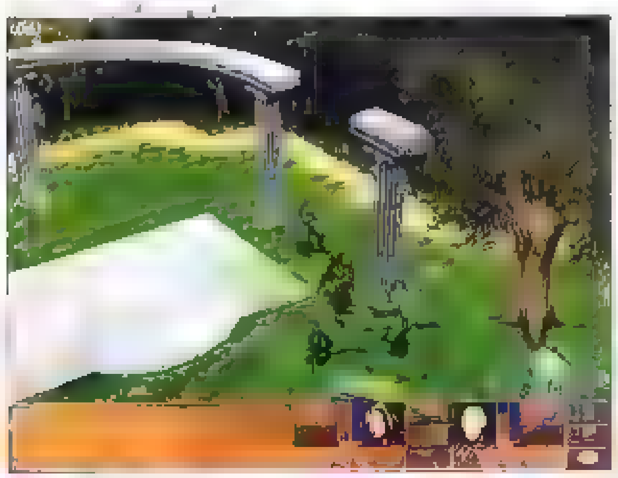
91

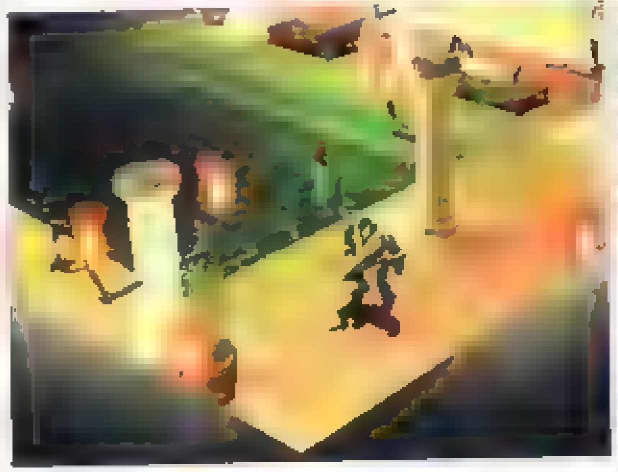
Whilst playing DarkStone the new RPG (or as I like to call it 'Hack & Slash') from Delphine, I couldn't help but remember the glory days of Diablo when I used to spend hours on end playing the game on Battlenet. DarkStone has so many aspects in common with Diablo it is frightening, one could almost say that if the developer was Blizzard, DarkStone could have been Diablo 1.5 [illegible] Soul Assassin



DARKSTONE

[illegible]





[illegible]

ALL GAMES REVIEWED ON CREATIVE LABS BLASTER PREMIUM SYSTEM
BLASTER PC
PC CD-ROM

SOUL ASSASSIN

GENRE
Role Playing Game

Developer	Publisher	Supplier	RRP:
Delph[illegible]	Electronic Arts	Electronic Arts Africa	R 299.00

http://www.delphinesoft.com

Multiplayer	Competitives	Pro's	Cons
Yes	Diablo	[illegible]	[illegible]

Min Requirements	Recommended
[illegible] MB Ram 4 MB D3D video Card Windows 95/98	Pentium II 350 MHz 64 MB Ram 8 MB AGP D3D Video Windows 95/98 DirectX 7.0

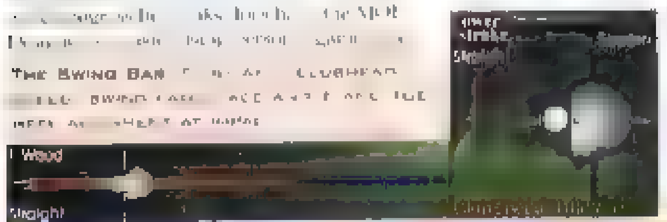
Graphics	Sound	General	Story	Continuity	Playability
86	[illegible]	[illegible]	[illegible]	[illegible]	[illegible]

Since the beginning of PC golf Access Software have moulded and sculptured their way into the record books. Now Microsoft have capitalised on the market share held by the Links franchise by purchasing Access Software and distributing it under the Microsoft banner. But is this acquisition going to change the way Access Software make a golf game? I think not. - Storm

Links LS 2000

NEW AGE GAMING
ACHIEVEMENT OF MERIT
88%

[illegible]


Wood
Straight

THE SWING BAR [illegible]

ALL GAMES REVIEWED ON CREATIVE LABS BLASTER PREMIUM SYSTEM
BLASTER PC

PC CD-ROM

STORM

GENRE
Golf Simulation

Developer: Access Software

Publisher: Microsoft

Supplier: [illegible] 233

RRP: R 399.00

http://www.links2000.com

Min Requirements	Recommended
[illegible] MB Ram [illegible] MB Video [illegible] 80 [illegible] MB Windows 95/98	Pentium II 266 MHz 64 MB Ram 4 x CD Rom [illegible] MB AGP Video card [illegible] MB HD Windows 95/98 DirectX 7.0

Multiplayer	Competitives	Pros	Cons
Yes	[illegible] PGA [illegible]	[illegible]	[illegible]

Graphics	Sound	Control	Story	Continuity	Playability	
86	[illegible]	92	NA	93	90	88

Haven't I been you somewhere else before?

THE NOMAD SOUL
It's soul play, not role play
CREW
EIDOS
PC CD
quanticdream

[illegible]

Shadow Company
Left for Dead

Since the explosion of the tactical gaming genre in the beginning of 1999, the action was reserved for mainly first and third person shooters. Various attempts have been made to find different interfaces that will give the gamer a better tactical combat gaming experience, but none have really grabbed the hearts of the Rainbow Six, Hidden & Dangerous or Delta Force fans. Shadow Company has got what it takes to face the competition head on in a different and attractive package. **MemnocH**

The battle field is quiet now, the dust has settled down, and you're on full scale damage control. You're one of three [illegible] left after a catastrophic mission in Angola, stranded in [illegible] the company that contracted you left your team for dead. While your mind runs at lightning speed to find a suitable solution to your big problem, your teammates count their ammunition, and report that the situation is looking bleak. Suddenly your communications device shows an incoming call, and you establish an uplink with an unknown source. Another company has contacted you, offering a contract that, once completed will pay $30 000 and safe extraction of your squad. Left with no other choice, you accept, and the squad moves out to destroy a SAM site about three clicks from your current position. Nobody said the life of a mercenary was going to be fun, though you do get to visit exotic locations and kill some interesting people... Shadow Company aimed to bring a rich tactical combat experience controlled in the same fashion as a real-time strategy title, and the final result is awe inspiring. In a traditional real time strategy title, there is no way for the gamer to interact with the gaming environment other than speech from the units or the usual explosions and gunfire. Here Shadow Company uses a free floating camera view in a highly detailed 3D world, with sounds, weather effects and lighting that will convincingly portray real world settings with a high degree of realism. You get to control a team of mercenaries from all walks of life, at a cost of course. Except for the first mission, one has the option to control up to eight mercenaries per mission, called campaigns in the game. Each character has his/her own statistics [illegible] plays an important part when assigning weapons and orders to your team members. Characters can specialize in handguns, submachine guns, assault weapons, heavy weapons or sniper rifles. Handing a Sig PSG1 sniper rifle to a merc with average sniper skills will be a waste of ammo and will not be beneficial to the well being of the team. Some form of role-playing exists in that the mercs can increase some of their abilities if they are practiced enough. Control of the characters is done by clicking on the terrain with the mouse, and the floating camera is either controlled by the mouse or the keyboard. The camera is one of the strong points of Shadow Company, and although it takes some getting used to, I cannot picture life without it anymore. The camera can move, rotate and elevate freely, or one can attach it to a designated object. Mercs can be controlled as a group or individually, and it's real easy to co-ordinate an attack from more than one direction. Apart from being controlled by the player, the mercenaries have personalities of their own, and will react to the environment when the situation calls for it. Your team members will fire back when they're being attacked and in a stationary position. When placed in Overwatch view, a character will automatically engage an enemy when it comes into weapons range and line of sight. The characters have some cocky one-liners at times, while the more quieter types will acknowledge your orders and keep to themselves. In Shadow Company line of sight and sound plays a major role on the battlefield. When your team makes a lot of unnecessary noise, nearby enemy patrols might investigate, which also makes for some excellent ambush opportunities. A merc with high stealth abilities can sneak up to a guard from behind and take him down with a knife or silenced weapon with ease, while a character with good infiltration skills can manage to remain invisible to some extent when moving nearby enemies. The missions in Shadow Company are very exciting to say the least, and have a Hollywood style feel to it. Each mission has more than a few objectives that will need to be met before moving out to the extraction zone. Name it, it's there, from destroying buildings, rescuing hostages, retrieving nuclear warheads, planting communication bugs to the always exciting elimination of high pro[illegible] place in some interesting parts of the world, from Angola in Africa, to Russia and South America. The player has the option to choose the time of deployment in the mission, resulting in day and night scenarios, to misty mornings or clear afternoons. The different weather conditions will have an impact on visibility, and might dictate which types of weapons will be taken on a mission. An important thing to remember, is that a mission can already be halfway successful if a lot of care goes into the planning process. For say a team of four mercenaries, a good call will be to use two assault specialists, one submachine expert for close quarter battles, and a sniper with a backup short range combat role. At least one member should have medic training for some patching work on the field, and you're set to go. It takes a bit of playing around to find the perfect combination for each mission, and believe me everything chosen before the mission will have some kind of impact once in there.

NEW AGE GAMING AWARD OF MERIT 87%

OKAY TEAM, LET'S MOVE IN AND ORDER PIZZA

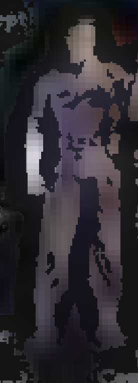
A SNEAKY DRIVE-BY SHOOTING OF AN ARMOURED VEHICLE

Your mercs also have a great array of tools to play with. Different pistols from the BDA to Beretta, some silenced, submachine guns such as the MAC-11, Uzi, Scorpion, MP5K. The heavy hitters come in the form of the AK-47, M-16, Enfield BIW, Steyr AUG, Galil and sniper rifles such as the Sig PSG1 and the Barret .50 caliber. Your mercs can only carry so much, so if you want to switch to a pistol, the rifle must be able to fit into the inventory somewhere, as the rest of the backpack will be filled with other mission critical equipment. Ammunition isn't a big problem, as clips of ammo can be taken from dead soldiers, but medikits, grenades, C4 explosives, wire cutters and some other tools may not be lying around when you need them, so they have to be taken along from the start. Each weapon has three basic attributes namely accuracy, range, and damage. These figures, together with your character's proficiency with that specific weapon, will finally dictate what kind of damage he/she will be doing to the enemy. There are also LAW rockets and grenade launchers available, but are considered specialist weapons. At the end of a mission, weapons can be picked up from the battle field to be sold later, another means of income, it's a business you're running after all...

EXTRACTION POINT

BLEW ALL THESE BUILDINGS AND RUN AWAY

The graphics in Shadow Company look a lot like that found in Hidden & Dangerous, except for this style of gameplay a lot more detail is present. Locations like Russia will be covered in snow, [illegible] and trees that make up the landscape. Wooden huts will have smoke bellying out of the chimneys, and throughout the mission you will hear the wind blowing through the trees and around your mercs. Combine that with the closing mist and changing of the light as the sun is about to set, the environment is pretty and very believable, greatly complimenting the immersion factor. Water is also beautifully portrayed by waves and tides, and nothing looks as spectacular as your team coming from the dark of night from the ocean with a rubber dinghy for a beach landing. Most of the vehicles in Shadow Company can be commandeered by your team, and nothing takes a security gate down quite like a HUMVEE at full speed, or the unsuspecting troops hiding behind it.



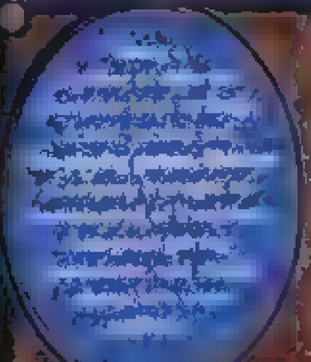
Shadow Company features multiplayer via LAN or Internet, and the entire game can be played co-operatively. Each player can control one or more mercs, and money and mercs can be donated to other players throughout all stages of the game. It makes a mission so much more exciting when other real players are in there with you. Shadow Company supports the third party Roger Wilco voice communications program, which will be favorable for Internet sessions.

Being a tad skeptical at first, I was surprised at everything Shadow Company offers. What really makes it better than some games of the opposition is the ability to save in-game, so it isn't necessary to play the more difficult missions over and over again. While the game is close to being very realistic, it's a lot of fun to play and promises some late nights in front of the PC. Shadow Company should appeal to a wider audience, as it includes so many features from different genres into one sleek package, and plays like a puzzle that can be solved in so many different ways.

ALL GAMES REVIEWED ON CREATIVE LABS BLASTER PREMIUM SYSTEM

BLASTER PC

PC CD-ROM



GENRE
Tactical Strategy

Developer	Publisher	Supplier	RRP
Ubisoft	Ubisoft	Multimedia Warehouse [illegible]	R 299.00

http://www.ubisoft.com

Multiplayer	Competitive	Pros	Con's
Yes	[illegible]	[illegible]	[illegible]

Min Requirements	Recommended
[illegible]	Pentium II 266 MHz 64 MB Ram [illegible] 8 MB AGP Video Card [illegible] Windows 95/98 DirectX [illegible]

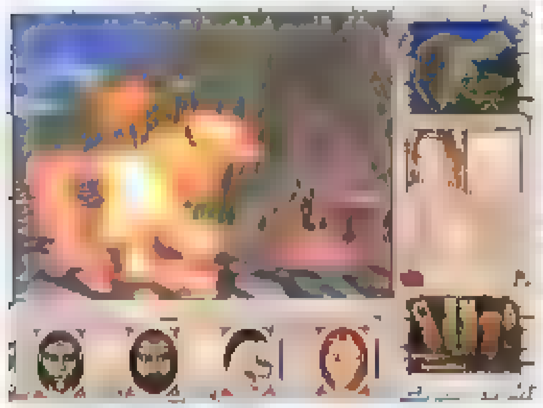
Graphics	Sound	Control	Story	Continuity	Playability
91	87	90		85	89

87

MIGHT AND MAGIC VII

FOR BLOOD AND HONOR

[illegible]



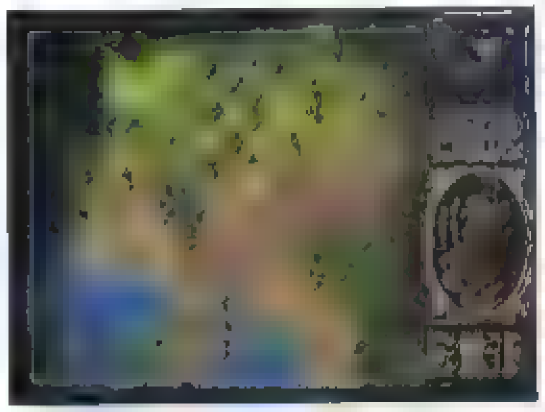
[illegible]

81

RAGE OF MAGES II

NECROMANCER

[illegible]



[illegible]

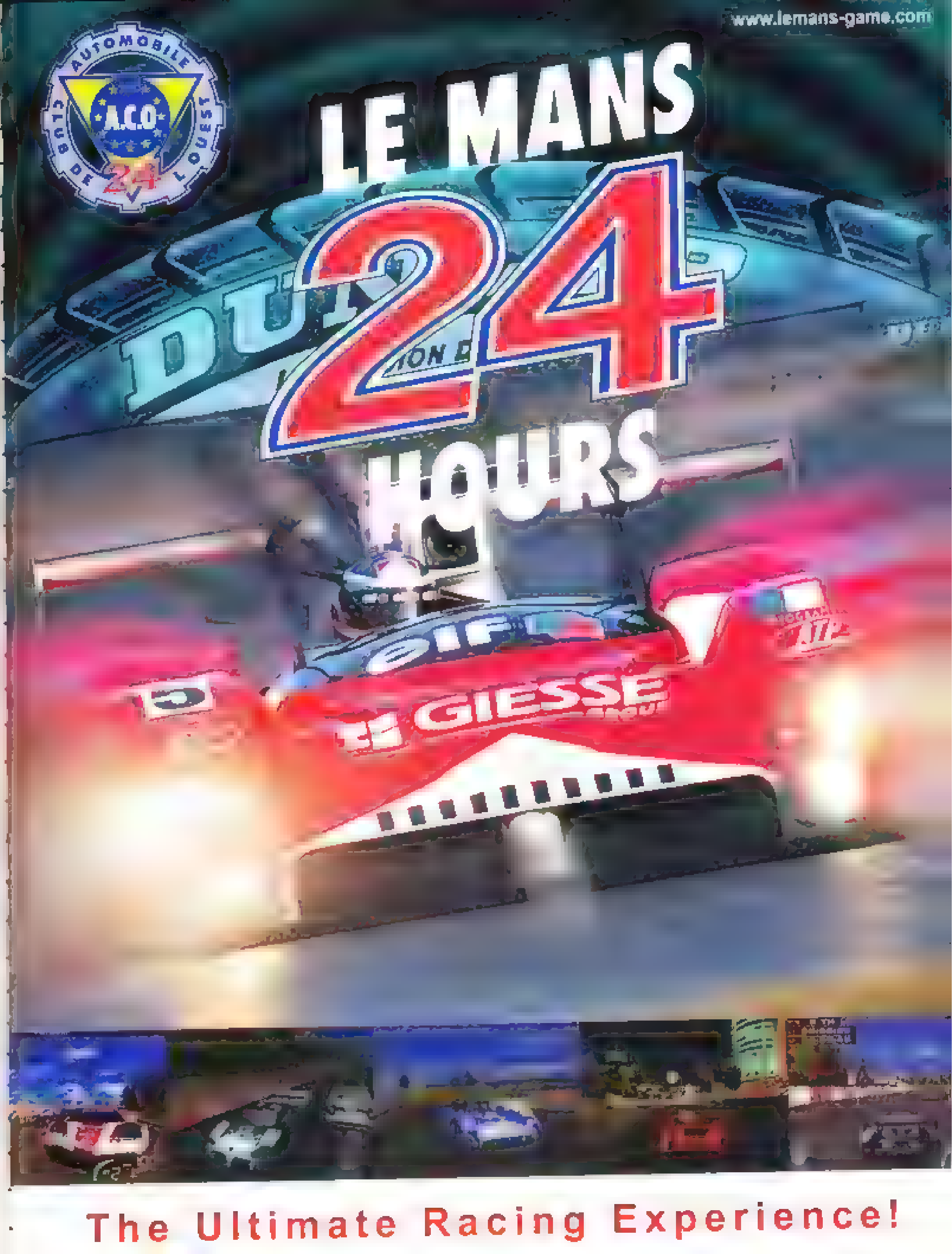
82

PEACEMAKER

[illegible]

[illegible]

31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SLED STORM

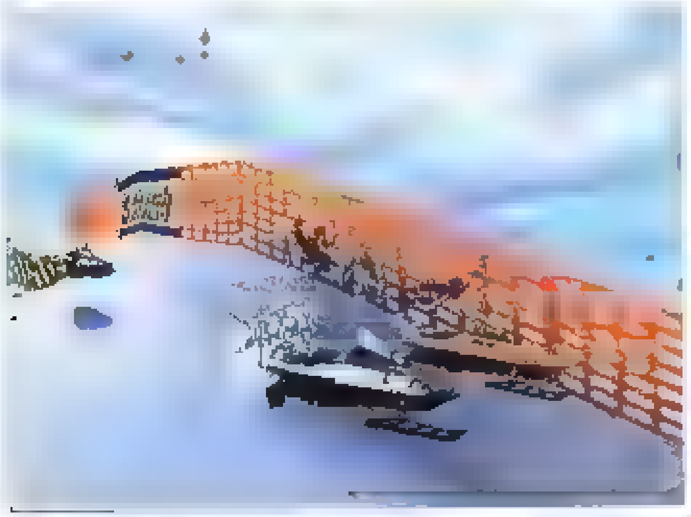
In a market already saturated with racing games, it seems pointless to produce yet another product, which simulates the rigors of competitive vehicle driving. There are so many titles, so many variants on the racing theme that it is nigh impossible to come up with a new idea for the market. All that is left is improving on what has come before making games faster, prettier and more realistic. Or so it seems. But every now and then, some bright spark in a dimly lit room says, "Hang on, wait a minute. I think I've got a truly original idea..."

Sled Storm is possibly one of the most original racing concepts I have seen for quite some time. This was not my initial thought [illegible]. When the [illegible] handed this one to me, I didn't quite know whether to laugh or to cry. I am not a great [illegible] games, unless they display [illegible] [illegible] console and moaned my way through the various introductory screens [illegible] [illegible] The entire concept behind Sled Storm is brand new. Certainly [illegible] have been [illegible] racing game for the PlayStation [illegible] boarders and Big Air spring to mind, which were both [illegible] However [illegible] [illegible] Sled Storm however is different. Instead of snowboards, competitors [illegible] snowmobiles [illegible] know, those [illegible] snow "bikes" that [illegible] [illegible] The models used in Sled Storm are enhanced speed machines intended to tear up the powder in a big way. Of course, [illegible] specifications on these machines [illegible]

[illegible] event). These babies churn up the snow [illegible] careen around complex and challenging tracks [illegible] ing themselves over even the slightest [illegible]

Sled Storm is a racing game [illegible] [illegible] ry, and new [illegible] are (obviously) [illegible] as the game [illegible] [illegible] PSX racing game now, does it? Well [illegible] But there are a few elements that [illegible] Storm a game really [illegible] other is brimming over with machismo and [illegible] especially when [illegible] the other riders. The [illegible]

position time
points lap
3
46 kph

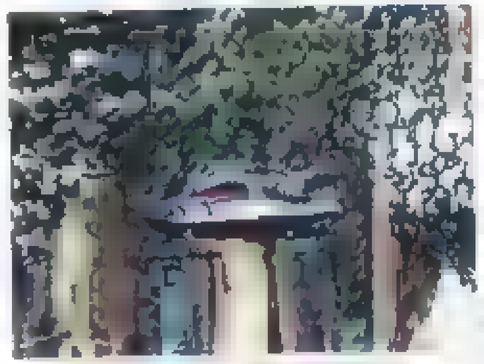


you will have to master the art [illegible]. These are not the actual stunts performed [illegible] by the snowmobile [illegible] are rather antics that the rider performs while flying over jumps [illegible] [illegible] Nothing [illegible] No Hander [illegible] Each trick has a [illegible] perform a trick and earn bucks to upgrade your [illegible] Of course, performing a trick more than once reduces the amount you earn for pulling it off. The more you do a trick within a single [illegible] after all, the spice [illegible] Not merely [illegible] the correct key [illegible] complete a trick aren't [illegible] you don't make a successful landing after the trick, you forfeit any monies that [illegible]

00:15:32
3
1
43 kph

position time
points lap
3
1
79 kph

[illegible]



[illegible]

GENRE
Snowmobile Racing Sim

Developer	Publisher	Supplier	RRP
Electronic Arts	Electronic Arts	Electronic Arts Africa [illegible]	R 329.00

http://www.sledstorm.com

Multiplayer	Comparitives	Pros	Cons
Yes	[illegible]	[illegible]	[illegible]

Graphics	Sound	Control	Story	Continuity	Playability
85	[illegible]	87	NA	[illegible]	85

83

Controller Support

Optional Extras

Memory card [illegible]

The fighting genre on the whole can easily be described as a sad and shallow pool of stagnating entertainment. So it's not often that a fighting game comes along and dares to try and do something different. Destrega is such a game, but sadly during the transition from concept to game something important has been left out

Red Tide

DESTREGA

[illegible]

MILENA
37
SOSEREN

KOHZEN
21
KEVIN

RedTide

GENRE
Fighting

Developer	Publisher	Supplier	RRP
KOEI Co. Ltd	Sony Computer Entertainment	Ster Kinekor Interactive (011) 445-7900	R399.00

http://www.playstation-europe.com

Multiplayer	Comparitives	Pro's	Con's
Yes	Bushido Blade	[illegible]	[illegible]

Controller Support	Optional Extras
[illegible]	[illegible]

Graphics	Sound	Control	Story	Continuity	Playability
87	63	[illegible]	51	50	66

"A quality experience... varied and excellent gameplay"
91% PLAYSTATION POWER
"A range of guns and gizmos so big it hurts"
PLAYSTATION PLUS
MISSION: IMPOSSIBLE
EXPECT THE UNEXPECTED
Good morning, Mr Phelps.

Kitchen sink, step ladder, bucket, shovel... the latest builder simulation? No, it's WWF Attitude, the latest offering from Acclaim Sports and also their last outing with the WWF. But can Attitude live up to the success of its predecessor? – Madman

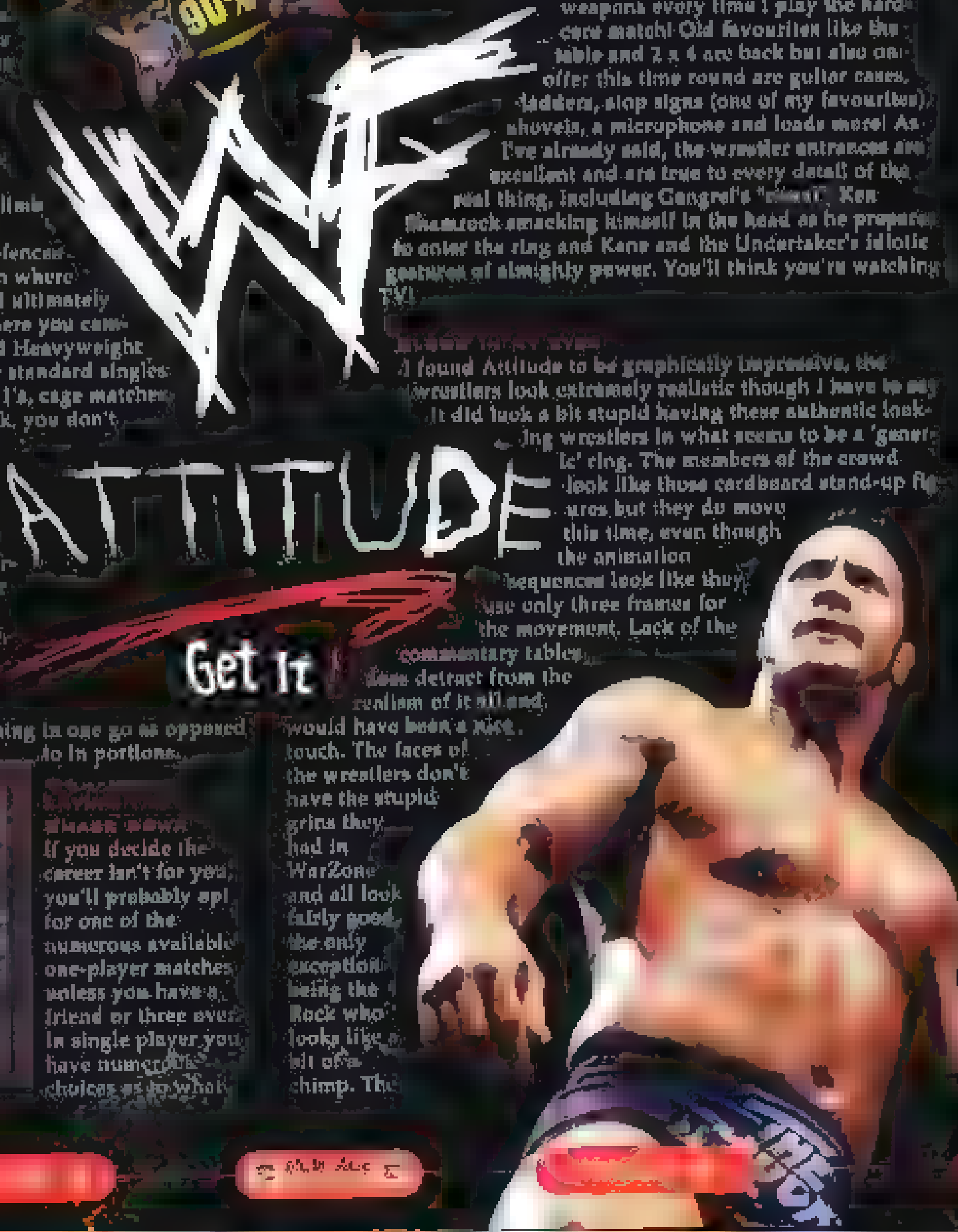
With out a doubt WWF WarZone was the finest wrestling game when it came out. The only other two games that could possibly have superseded it are WCW Revenge which was only available for the N64 and Firepro Six Man Scramble for the Saturn. WarZone introduced a unique Create-a-Wrestler mode, which was undoubtedly its major selling point. It also offered a variety of game modes for 1 to 4 players. All of this pales in comparison to it's sequel, WWF Attitude. The most noticeable change must be the roster depth. Where WarZone only offered 16 characters Attitude boasts over 40 though many characters are hidden. Also revamped is the Create-a-Wrestler mode, which now resembles one of those build-your-own-pizza menus on steroids. On offer this time are an absolute plethora of modes with almost each aspect of the game and its conditions customisable, you can even create your own Pay-Per-View!

The main "quest" section of the game is Career mode, just like WWF WarZone only with much more depth. This time you start ranked as 20th, once again a rookie fresh out of training school. When you start you only fight House Shows and Saturday Night Shotgun matches, not very glamorous. You'll notice that when your wrestler makes his entrance on a House Show, absolutely no lighting effects or fireworks greet him. A Shotgun entrance is much the same only with minimum lighting and fireworks. Eventually you'll be able to compete in Raw and Pay Per View where you will see the actual entrance you see on TV. When you climb to 1st rank you can challenge for the WWF European Title, and after five successful defences you step up to the Intercontinental Division where you battle for the Intercontinental Title and ultimately progress to the third and final division, where you compete for the ultimate prize: the WWF World Heavyweight Championship. Along the way are not only standard singles matches but also tag team match-ups, 2 on 1's, cage matches, hardcore matches, 3 on 1 matches (don't ask, you don't want to know) and more. Once you've made it to the Heavyweight belt you know you're a pro. Admittedly, the Career can be finished within one day if you play on normal or easy difficulty, especially if you're a WarZone veteran but it's fun nevertheless. You can also play a tag team career where you and your virtual partner begin your hunt for the Tag Team Championship. The career has a lot more depth than WarZone, mainly due to the increased roster and will keep you busy for some time unless you attempt to do the whole thing in one go as opposed to do in portions.

PAY PER VIEW
RING LIGHTS

[illegible]
SMACK DOWN

If you decide the career isn't for you, you'll probably opt for one of the numerous available one-player matches unless you have a friend or three over. In single player you have numerous choices as to what sort of match you'll be competing in. In WWF Attitude you choose your 'base' type of match (e.g. one-on-one, tag team, war etc.) and then you have the option of choosing different match options and win modifiers. You can play a standard one-on-one vs. match, tag team match, gauntlet (face five opponents, one after the other without regaining health), tag team gauntlet, tornado match (two-on-two where tag team rules do not apply), war match (every man for himself 4-man match), King of the Ring (work your way from the quarter finals to the finals), Royal Rumble, Survivor Series, Stable Matches (like a War match but with teams consisting of four wrestlers with Survivor Series rules), Triangle and Triple Threat matches (3-way matches with slightly differing rules), Lumberjack matches (one-on-one with two wrestlers outside the ring waiting to pummel anyone who ventures outside the ring) and more. Most of the matches can become Iron Man matches (most pins within time limit), win-by-finisher matches, submission only matches or best of three wins. Combine these match modifiers with options like Cage matches, Hardcore matches and that sort of thing and you have a recipe for extreme violence! Another area where Attitude surpasses WarZone is in the sheer number of weapons that you can deposit upon your opponent's head with a more than considerable amount of force. I seem to see different weapons every time I play the hardcore match! Old favourites like the table and 2 x 4 are back but also on offer this time round are guitar cases, ladders, stop signs (one of my favourites), shovels, a microphone and loads more! As I've already said, the wrestler entrances are excellent and are true to every detail of the real thing, including Gangrel's "[illegible]", Ken Shamrock smacking himself in the head as he prepares to enter the ring and Kane and the Undertaker's idiotic gestures of almighty power. You'll think you're watching TV!

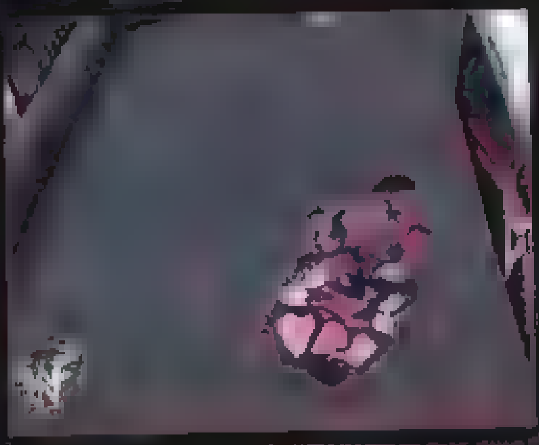


[illegible]

I found Attitude to be graphically impressive, the wrestlers look extremely realistic though I have to say it did look a bit stupid having these authentic looking wrestlers in what seems to be a 'generic' ring. The members of the crowd look like those cardboard stand-up figures but they do move this time, even though the animation sequences look like they use only three frames for the movement. Lack of the commentary tables does detract from the realism of it all and would have been a nice touch. The faces of the wrestlers don't have the stupid grins they had in WarZone and all look fairly good, the only exception being the Rock who looks like a bit of a chimp. The [illegible] are realistic, if you're setting up an exhibition match or Pay Per View you can even design your own! You have a choice of the corner scaffolding banner logo, ring apron logo, entrance logo, light colour as well as pad colour and rope colour. Apart from the ring looking very 'generic' the stadiums are well designed and look excellent, they are a faithful representation of their real life counterparts. When wrestlers bleed the blood stays on them, a nice touch would have been if the blood would spill and stay on the mat, but it isn't serious considering the already tremendous depth of the game.

CREATE
BODY
UPPER
LOWER
TEXT
RANDOM
CLEAR

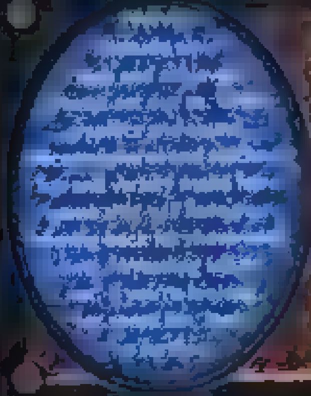
Once again, Acclaim have got it right with the sound. The crowd sounds realistic and lively, shouting out random comments or chanting for a certain wrestler. As before, it pays to get the crowd on your side and it really helps to immerse you in the game. Groans of pain and taunts from the wrestlers are also present and accounted for, with plenty of comments recorded for each wrestler. Commentary comes from the 2-man team of Shane McMahon and Jerry 'The King' Lawler, with Shane providing the play by play and the King providing the colour commentary. Much of the commentary is humorous, some bits downright hilarious. The King provides his usual 'duck' commentary as well as numerous requests for additional violence and the odd insult for the fans, wrestlers or his commentary partner. I didn't find the commentary to be horribly repetitive and you'll have to play loads of matches before you've heard everything these two have to say. Wrestler theme music is played when the wrestler enters the ring, and the victor's music is played after the match, something that was missing from WarZone. In a team match, whoever made the pin fall or executed the submission manoeuvre that won the match has their music played – another neat addition!



You know the saying, "If you want something done, do it yourself." If you feel the 40 wrestlers on the roster don't sate your unwholesome appetite for violence, maybe it's time to brave the depths of the Create-a-Wrestler section and get the job done yourself. If you thought that the WarZone creation mode was revolutionary, wait till you see Attitude's! Now, every aspect of the wrestler's face is customisable, with a wide range of noses, eyes, mouths and hairstyles available. You can choose your wrestler's theme music, ring entrance, fighting style as well as run-in partner and allocate attributes in six different categories. Additional attribute points and custom clothing etc. are available by winning certain titles or Pay Per Views in Career. The main improvement in the custom wrestler area must be that you can now choose each and every one of your wrestler's moves, as well as the combination to perform it. Each wrestler now has a finisher (can be performed when opponent is in red) as well as a trademark move (which you can pull off if your opponent is in yellow health or worse). Each move you choose for your wrestler has a certain size and the combined size of all your wrestler's moves may not exceed 100%, just to make sure that everyone plays fair. Overall, the new creation section is more than impressive and really adds to the life span of the game.

[illegible]

Overall Attitude is a vast improvement over WarZone, not just a roster update. The gameplay will be familiar to anyone who played the first and is easy to learn if you haven't so you'll be body slamming and [illegible] in no time. Controls are still easy to pick up, the most complicated consist of no more than three directions and usually one or two button presses, though some are slightly difficult to remember and you may find you need to stop and think during the middle of a match, which is guaranteed to irritate your friends. Apart from gameplay and control, much has changed including a number of subtle additions and changes that blend in together to make Attitude the total package. The only gripes I have are a few graphical glitches such as wrestlers stepping through the ropes and so on but apart from that I can't find very much wrong with it. If you're a wrestling fan you should have no doubt about getting this one, especially seeing as it's Acclaim's last outing with the WWF and WCW Mayhem is still a long way away from South African shores. If you're just looking for a spot of fun, you should also give Attitude a look; it packs loads of fun and re-playability into one CD labelled WWF Attitude. It's definitely one of the most playable and enjoyable games available at the moment.



GENRE
Wrestling Simulation

Developer:	Publisher:	Supplier	RRP:
Acclaim Sports	Acclaim Sports	Multimedia Warehouse [illegible]	R 399 00

http://www.acclaimsports.com

Multiplayer	Competitives	Pro's	Con's
Yes	[illegible]	[illegible]	[illegible]

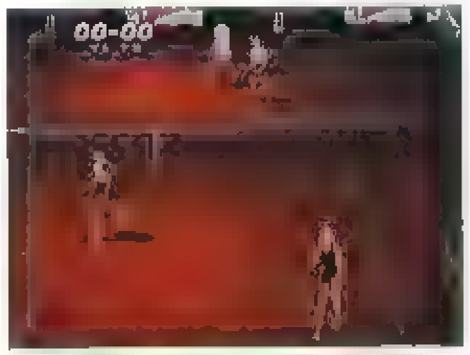
Graphics	Sound	Control	Story	Continuity	Playability
93	88		NA	93	92

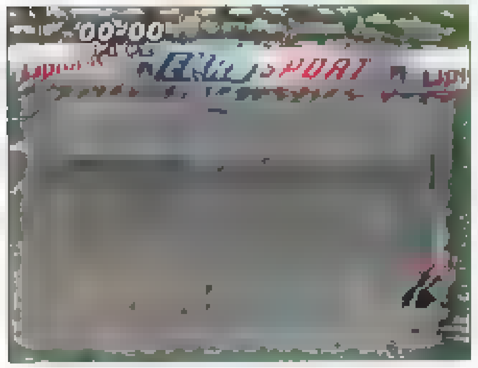
Controller Support	Optional Extras
[illegible]	[illegible]

It has been quite some time since the PSX has had a tennis title to rave about and even then they were quite average releases. Now after battling with the bal machine for a year and a bit Ubisoft have finally managed to bring a serious tennis simulation to the PlayStation. Serious is a strong word so I'll have to rephrase that last statement slightly, they have created a true to physics representation of the game of tennis - good enough for me - Storm

All Star Tennis '99

[illegible]





STORM

GENRE
Tennis Simulation

Developer	Publisher	Supplier	RRP
Smart Dog Productions	Ubisoft Entertainment	Multimedia Warehouse (011) 315 1000	R 379.00

http://www.ubisoft.com

Multiplayer	Comparitives	Pro's	Con's
Yes	[illegible]	[illegible] Fun Game [illegible]	[illegible] Multiplayer

Graphics	Sound	Control	Story	Continuity	Playability
[illegible]	85	[illegible]	NA	45	[illegible]

71

Controller Support	Optional Extras
[illegible]	[illegible]

The ancient bloodline was embodied 2,000 years ago just outside of Bethlehem.
1,900 years later, its dark secret surfaced in the small town of Rennes-le-Chateau.
GABRIEL KNIGHT
BLOOD OF THE DAMNED
COMING SOON
CREW

These days, referring to a game as an adventure game is almost a cop out. Let's be honest - virtually every game out there is an adventure whether it be a 3D format, or a platform game. They take us to a myriad of new places, and flood us with tons of new ideas. However, some games are still highly deserved of the adventure game moniker. These are the games that, in my own humble opinion, not only take the player through the various stages of the prescribed adventure, but also take him beyond - to new concepts, new ideas and new thought patterns. They surpass being just plain old adventures on screen, and become whole new adventures for the mind. Shadow Man is such a game.

SHADOW MAN

It's not awfully often that a game can be called truly impressive in almost every sense. However, Shadow Man certainly deserves [illegible] the world as Mike, a down on his luck, ex-student whose action direct [illegible]

[illegible]

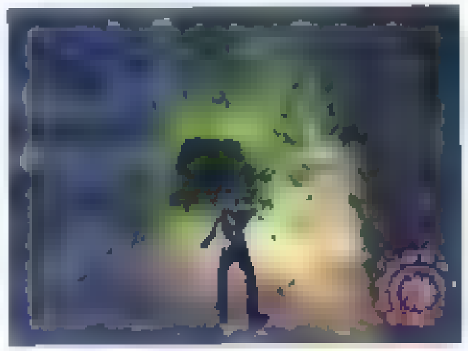
Ripper, Legion has built a haven for these evil powers within Deadside, and plans to [illegible]

their dark power. Only the Shadow Man - the only being capable of containing these Dark Souls safely - is powerful enough to stop [illegible]

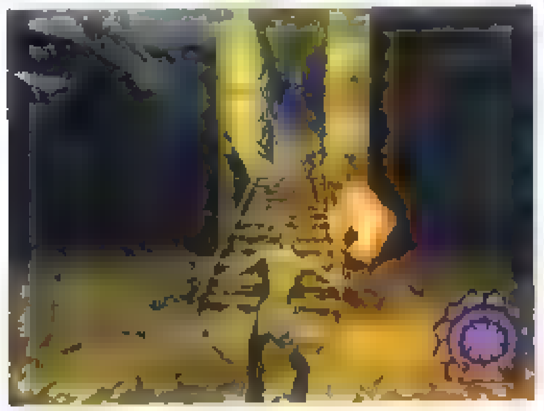
Often, when a game is presented on both PC and PSX platforms, the rendition of the [illegible]

[illegible] possibly has of [illegible] perfect for the game's older target market. I found [illegible]

amongst the best as far as graphics [illegible] times, the characters look a little disjointed (particularly during cut scenes) but the [illegible] personal ties go a long way to negate this minor problem. The graphics are smooth [illegible]



[illegible] vocal chords capable of that most excellent [illegible]



GENRE
3D Adventure

PlayStation

Developer	Publisher	Supplier	RRP
Acclaim	Acclaim	Multimedia Warehouse [illegible]	R 379.99

http://www.acclaim.net

Multiplayer	Competitives	Pro's	Con's
No	Tomb Raider	[illegible]	[illegible]

Graphics	Sound	Control	Story	Continuity	Playability
68	85	[illegible]	89	[illegible]	[illegible]

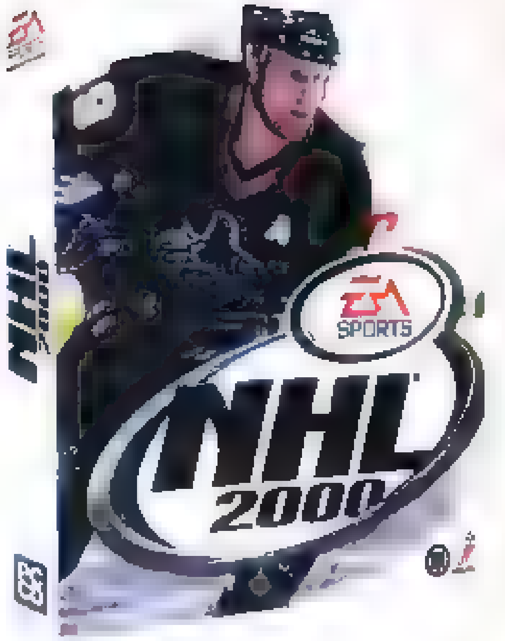
79

Controller Support: [illegible]

Optional Extras: [illegible]

SMOOTH AS ICE

IMPORT YOUR FACE & VOICE - Get in the game plus create your own taunts and celebrations
FULL INTERNET GAMEPLAY - Go on the road with your favourite team
DEDICATED BIG HIT AND SPECIAL MOVE BUTTON
NEW DYNASTY MODE - Create a team to play in consecutive years / seasons
ALL THE TEAMS. ALL THE PLAYERS
FULL NHL SEASON AND 98 / 99 PLAYER STATS
FEATURED MUSIC - Garbage 'Push It' and Uberzone 'Docta-Docta'



BIG MEN, BIG BATS, HARD BALLS

COACH AND CLICK MODE - Compete using the mouse or keyboard for total PC control
ALL NEW PC INTERFACE - Navigate via mouse with drag and drop capability
SUPER FAST - Fastest Madden NFL gameplay ever on your PC
CAREER STATS AND RECORD TRACKING - Track weekly stats and record over an entire career
ALL THE NFL TEAMS AND PLAYERS - Updated statistics from 1999 season

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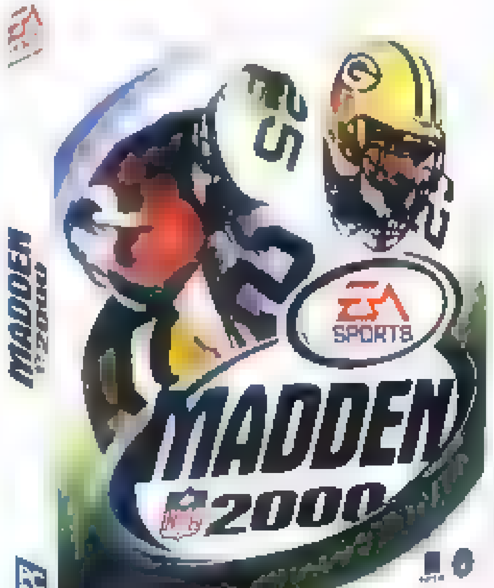
MULTIPLAYER COMPETITION - Via LAN, modem or Internet



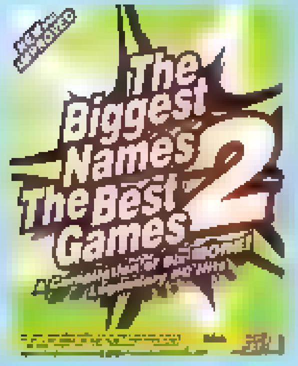
EA SPORTS BRINGS ALL NORTH AMERICA'S HARD HITTING SPORTS TO YOUR PC.

EA SPORTS
[illegible] game
[illegible] game

ELECTRONIC ARTS Africa
www.ea.co.za

Distributed by Electronic Arts Africa [illegible]

Bargain Buys



Electronic Arts Africa has just released the second edition of this compilation set, The Biggest Names The Best Games. The title weighs in at R 299.00 and is distributed by Electronic Arts Africa on (011) 803-1212.

[illegible]

Take up the role as Detective John McClane the wise cracking LA cop portrayed by Bruce Willis in the highly successful Die Hard movie series. This action packed game allows you to [illegible] any of the three scenarios presented in the [illegible] take on terrorists in the Nakatomi [illegible] [illegible] [illegible] This is a [illegible], action packed game, [illegible] bad guys, weapons, explosions and [illegible]. You may select any of the three missions to start with - the missions do not have to be completed in any particular order. Within these missions you will find a number of different game styles [illegible] third person and first person views. The [illegible] [illegible] between all the various [illegible] [illegible] is a need for quick reflexes and quicker thinking. This is a sure win [illegible] for those out there who love fast paced action, rife with snappy comments and quips a-la John McClane.

[illegible]

98 - one of best golf simulations on the market. Tiger Woods 99 is an immersive, impressive sports game that will appeal to both golf lovers and [illegible] alike. This game is challenging enough to be enjoyed by the expert yet [illegible] enough not to be [illegible] for inexperienced players.

Take to one of the best golf courses in the world as Tiger Woods (or any of several of the world's top golfers) and play your way to the top! Tiger Woods 99 features some of the most impressive graphics available to golf gamers as well as brilliant sound, featuring a play by play commentary. Club selection, play style, everything is up to the player. It is up to you to guide the golfer of your choice to victory! Tiger Woods 99 will definitely provide the player with absolute hours of fun and entertainment, and will simulate the feeling of being on a golf course so realistically you will be able to hear the birds, feel the breeze and smell the freshly mowed grass under your feet.

TRESPASSER

Enter the world based on Michael Crichton's Jurassic Park in Trespasser, an [illegible] to the blockbuster sequel to Jurassic Park, The Lost World. An [illegible] trip to Costa Rica ends in disaster as a plane crash lands your character on Site B, Isla Sorna, John Hammond's Dinosaur production island. Of course, the original actor, Sir Richard Attenborough, performs the voice of John Hammond. This small island in the Cinco Muertes island group is, of course, populated by dinosaurs created by Hammond's company InGen. Let the games begin... As the trespasser you enter this 3D Adventure in a bid to escape the island and, more importantly, survive. This [illegible] on the [illegible] often terrifying trip into the world created by author Michael Crichton, who is also responsible for titles like Airframe and Disclosure. Trespasser will chill you to the bone as you fight for your life against ruthless creatures from another age. Beware, for every step counts in this one! And the dinosaurs don't die too easily either. This is a game where discretion is often the better part of valour.

[illegible]

The world's most popular game is well represented by the FIFA range from EA Sports. This title features the teams from around the world as they prepare for the Soccer World Cup. Literally hundreds of teams are available to play including every soccer-playing nation in the world's national teams, as well as league teams for the major European soccer playing countries. As always, quality is the watchword in this EA Sports product [illegible] sound (including live in-game commentary) and stunning game play are the order of the day. FIFA 98 RTWC surpassed its predecessors with ease, as is always the case with the FIFA range. New features include improved team management facilities, and the widest range of team selection. This is certainly a sports fan's dream, being one of the greatest soccer games to ever grace the monitors of gamers around the world. It is a wonderfully challenging game that is still playable. Match the team of your choice up against any other team in the world, play friendly games or enter national or federation leagues in your quest for football glory. Without a doubt, FIFA 98 RTWC is one of the best titles in the FIFA range and one of the best in this impressive boxed set.

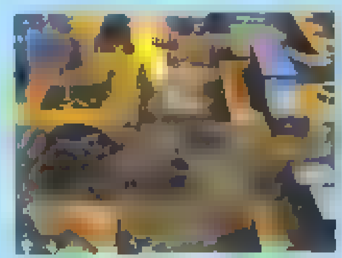
NEED FOR SPEED 3: HOT PURSUIT

Fast, faster, fastest! Electronic Arts ever popular Need for Speed series enters the realm of cops and crooks in this fast paced driving simulator. Get behind the wheel of some of the fastest cars known to man - and a few unknown models [illegible] have [illegible] through several types of [illegible] ranging from rural to desert canyons to modern cities. But beware for the police are out there!

A new feature in this game is the fact that the long arm of the law is out to put you in prison for your bad driving habits. On the other hand should you wish to represent the other law challenge yourself by getting into a police pursuit car and chasing down, ambushing and generally busting offenders. A full multi-player suite guarantees the long life expectancy of this title, with several play modes and almost infinite variations making this one of the most fun multiplayer games ever. Add to that full Internet support, with new cars, tracks, patches and add-ons being created constantly, and you have a truly versatile, fast and fun game that will keep you busy for years.

[illegible]

It is the future, but not any kind of future that we could want. Crime rules the streets, and the cops of the LAPD are not exactly having a good time. However, the introduction of robotic armoured assault tanks, armed with state of the art, powerful weaponry, is making their lives a bit easier. But [illegible] problem that is going to take just a bit more than the usual force? Can these bad boys and take the criminals down in a way that they know they've done something wrong! This beautifully presented isometric game features a camera that automatically pans for the best view of the action, getting you right into the action for every machine gun blasting, rocket launching, bomb detonating second of gameplay.



The wonderful graphics work hand in hand with a mind numbing sound effects package creating a thoroughly enthralling piece of PC game ware. No job is too big or too small for these cops as they tackle terrorists throughout LA on a wide variety of missions with varying objectives.

But be warned - just because you ride around in several tons of armoured vehicle doesn't mean that you are invincible - should you not be careful, you will most certainly be blown into micro-particles by enemies that are smart, cunning and very [illegible].

FALCON 3.0
DOS 5.0 required
Spectrum HoloByte
Broken Sword
THE SHADOW OF THE TEMPLARS
Championship MANAGER 2
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Quality software at an affordable price
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3D BLASTER GeForce

It has arrived!... The latest 3D accelerator from Creative Labs has hit our shores and sports the new GeForce processor from nVidia. The card promised to be the next step in 3D gaming and also the fastest on the market, but does it deliver the goods? Find out in our in-depth look at the 3D Blaster GeForce from Creative.

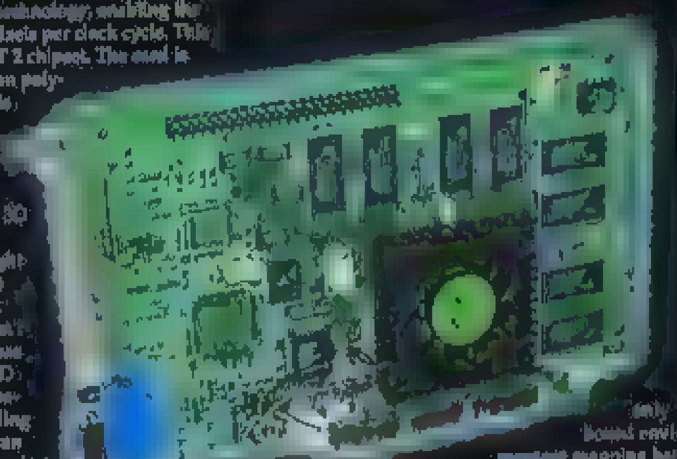
To start off I just want to explain the commotion this card caused upon arrival here at New Age Gaming. Never in my life did I have to fight so hard to get my hands on a review sample. As soon as it showed up the whole staff was at the door harassing our Marketing Manager for the box, and of course they only sent one. Luckily the Editor calmed things down and gave me the card for review with a firm understanding that it comes back to him afterwards, he needs to 'Give a second opinion!' Yeah right - I'll probably never see the card again. Just thought I would get my two cents in for the record. On with the review!

For the first time a Creative Labs product arrived in a box that is black and doesn't use the usual Orange. Definitely a box to attract your attention. Inside you will find the 3D Blaster GeForce card, a manual, driver and utility CD, a Win DVD CD, as well as a special edition of Evolva Scout. As with most products today installation is easy and there is a chapter in the manual about installation should you be a first timer. Simply plug it into your AGP slot, screw the card firmly in place and you're done with the hardware installation, of course you do still have to connect the monitor. Upon bootup of Windows you will be prompted for the drivers and after the installation the 3D Blaster GeForce is ready for some serious action.

The 3D Blaster GeForce features 32 MB of RAM, nVidia GeForce 256 chipset and has support for AGP 2X and AGP 4X. The GeForce 256 chipset utilises nVidia's new QuadEngine technology, enabling the card to render four 32-bit pixels per clock cycle. This is twice as much as the TNT 2 chipset. The card is also able to render 15 million polygons per second, and all this just to play games. With twice as many transistors as the current Pentium III processors the GeForce is no longer just a 3D accelerator but should be thought of as a Graphics Processing Unit (GPU). If that isn't enough it also has support for DVD playback and features an HDTV scaling engine so you can watch DVD titles in a Window or Full screen without any quality loss.

The GeForce 256 chipset has been getting a lot of attention in the press lately since it is the first 3D accelerator to support Transformation & Lighting engines on the chipset. Essentially what this does is free up processing power on your CPU, which until now has been doing all the T&L calculations, for more important gameplay features such as improved AI (Artificial Intelligence). Unfortunately this feature was only added in DirectX 7 and we will have to wait for the first games to appear that make use of the new API to see the true power of the GeForce. For games to take advantage of this feature they would have to have been specifically coded to do so. Developers have announced their support for hardware T&L and you can bet that we will see games making use of it soon. Interestingly enough John Carmack from id Software has stated that Quake 3 Arena will support optimisation by using T&L on the GeForce based cards. As can be seen from the benchmarks we did the scores aren't anything to rave over when considering the 3D Mark score and pretty much compare with the rest of the top end cards on the market. This is due to the fact that no card or benchmark supports T&L yet. On the other hand if you have a look at the Treemark scores you see true reflection of the cards capabilities. The GeForce also supports spherical environment mapping for more realistic reflections within games. Until now only [illegible] environment mapping has been supported, unfortunately this method does not produce the most accurate or realistic result. With spherical mapping you get detailed reflections and the object with the reflection can be moved around without impacting the quality or realism of the reflection.

Overall the 3D Blaster GeForce offers the latest in 2D and 3D technology. Unfortunately there are no games making use of the advanced features although there will be games making use of it next year. For this reason we will hold back the Editors Choice until we can see the card at it's full potential. The biggest problem I can foresee with gamers buying the card is the price. At a retail price of R2599.00 the card is expensive and beyond the price point of a lot of gamers. If you want the Rolls Royce of graphic accelerators I would highly recommend it to any gamer who can afford it. Creative Labs has always had excellent driver support and has support centres throughout South Africa should any problem arise.



[illegible]

Complex Benchmark = 11.8 FPS
Simplex Benchmark = 48.7 FPS

3D Mark Pro Benchmark

Resolution	3D Mark Score	FPS (Racer)	FPS (Shooter)
[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]	[illegible]

[illegible]

Pros. Transformation and lighting engine
Spherical environment mapping.
DVD playback support

Cons. Currently no games that make use of Transformation and Lighting hardware available

R 2599.00 RRP

Distributor: Multimedia Warehouse
Tel: (011) 315-1000
www.creative-asia.com

Logitech Wingman Gaming Mouse

[illegible]

EDITORS CHOICE

[illegible] split rate of a PS/2 port is 40 updates per second. [illegible] same functionality can be gained by third [illegible]

Pros Configurable PS2 sampling rate
Comfortable design
USB and PS2 support
Heavier mouse ball

Cons: Not suitable for 'fingertip' control

R 349.00 RRP

Distributor Crew
Tel: (011) 233-1111
www.logitech.com

Logitech Mouseman + Cordless

[illegible]

[illegible] made from a rubber compound for better grip and [illegible] The Mouseman design [illegible] ration that has a standard two button and wheel that acts as a third button and scroller as well as a [illegible] from gaming to internet brows-[illegible]

Pro's: No bothersome wires
Radio frequency
Mouseman's sleek design

Con's: Unsuitable for precision gaming
Thumb button positioned on grip

R 499.00 (RRP

Distributor Crew
Tel: (011) 233-1111
www.logitech.com

FORCE RS Racing System
HARDCORE
FORCE FEEDBACK
WHEEL CONTROL
RS Shifter PC Shifting System
HARDCORE
RACING
CONTROL
ACT LABS GS
EXTREME
ACCURACY
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MAX THE EXPERIENCE
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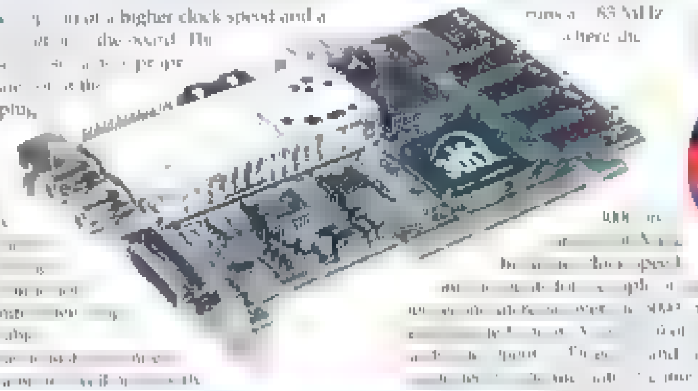
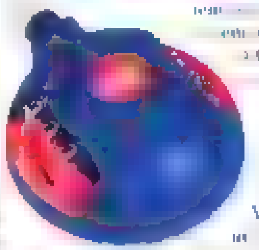
Voodoo3 3500 TV



[illegible] at a higher clock speed and a [illegible] the board. The [illegible] back for plugging in [illegible]

[illegible] make to the Voodoo3 [illegible] exception of a higher clock speed [illegible] The 3500 runs at 183 MHz where the [illegible] clock speed [illegible] which in itself [illegible] decoder engine for DVD titles, but [illegible] does speed up DVD [illegible] even if you already have a MPEG 2 decoder card. The biggest and most exciting new feature that [illegible]



[illegible] predecessors [illegible] more complex and start using bigger and higher [illegible] Voodoo 3 chipset becomes a less viable option and we [illegible] than 3dfx address [illegible] upcoming Voodoo 4 chipset. The Voodoo 3500 is also not capable of rendering [illegible] something that all the other 3D chipsets have been offering for a while now. Even with all these flaws the Voodoo 3500 TV still remains one of the fastest 3D accelerators on the market as can be seen from our benchmarks. [illegible] at a price of only R 2049.00 you get a decent 2D display card, a fast 3D accelerator and a TV tuner all in one. This card should definitely be considered by [illegible] to upgrade this Christmas.

3D Mark Pro Benchmark

Resolution	3D Mark Score	FPS (Racer)	FPS (Shooter)
[illegible]	[illegible]	[illegible]	[illegible]
800x600	4454	48.9	40.9
1024x768	4441	48.5	[illegible]
1280x1024	4439	48.5	41.9

[illegible] PlayStation to [illegible]

[illegible] should you buy a display adapter and TV tuner [illegible] if you buy the Voodoo 3500 TV [illegible] the card has [illegible]

Pro's: Fast frame rate
TV Tuner
S-Video in and out

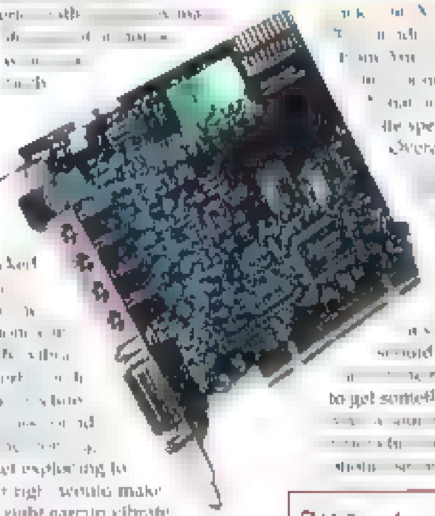
Con's: 16-bit colour rendering
Struggles with 3D scenes with over 16 MB of textures

R 2049.00 (RRP)

Distributor: Puma Technologies
Tel: (011) 802-4751
www.3dfx.com

Storm Platinum Gamer's Pack

[illegible]



[illegible] rocket exploding to [illegible] would make the right earcup vibrate more than the left giving you extra auditory [illegible] which [illegible] gaming [illegible]. The mechanism [illegible] innovative [illegible] design and does [illegible] immensely to [illegible] the gaming experience. Not only does the Force Feedback add to the value of this pack, but the headphones also produce [illegible] those times when you want [illegible]. The Force Feedback can be [illegible]

[illegible] Force Feedback [illegible] the A3D 2.0 and [illegible] Sound 3D A3D [illegible] getting them to work with EAX as well. This is probably the first Force Feedback device which I can say enhances your gaming [illegible] Force Feedback compromises your control, but with the Storm Platinum headphones there [illegible]

[illegible] you can connect [illegible] the speakers to give [illegible] Overall the Storm Platinum Gamer's Pack [illegible] gaming [illegible] and there [illegible] Considering the [illegible] phones you might pay a bit more if you [illegible] headphones and a similar soundcard separately. You should definitely consider this pack [illegible] to get something extra for your cash. If you already [illegible] soundcard you can also contact the distributor [illegible] where you can purchase the headphones separately.

Pro's: Innovative Force Feedback Technology
High Quality Headphones
2-channel A3D PCI Soundcard

Con's Not viable if you own an EAX or A3D 2.0 soundcard

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[illegible] more, Sound Blaster Live! [illegible] Audio Center which lets you [illegible] your CDs and other [illegible] files [illegible] formats [illegible] motion!

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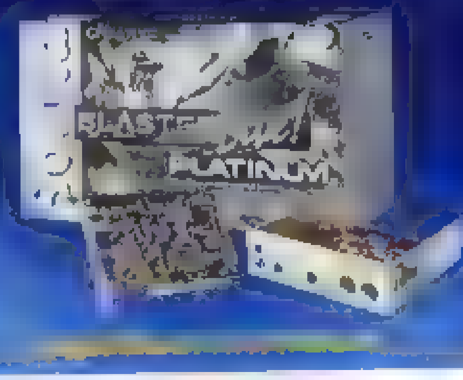

Please Fax this to (011) 805-0190 should you require further information on the 3D Blaster GeForce.

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Logitech Wingman Digital Extreme 3D

[illegible]

EDITORS CHOICE

Pros: New Thumb Sweep accessibility
Addition of the twist handle
Awesome rudder ergonomics

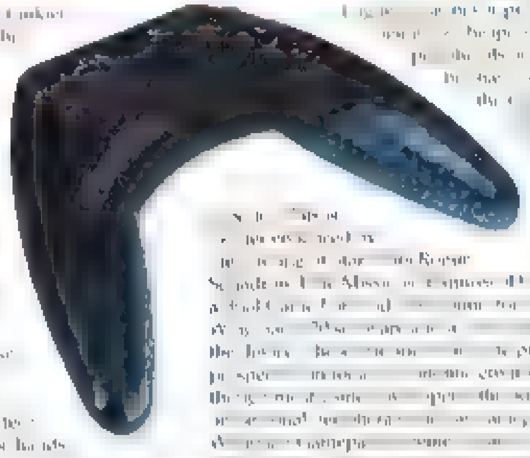
Cons: Flimsy hat-switch
No extra software

R 299.00 (RRP)

Distributor: Crew
Tel: (011) 233-1111
www.logitech.com

Logitech Wingman Gamepad Extreme

[illegible]



Pros: New Motion Sensing technology.
Fully programmable buttons
Excellent quality and design

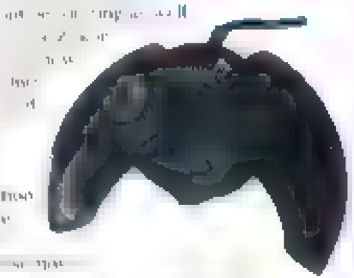
Cons: No analog support
Slippery plastic finish.

R 399.00 (RRP)

Distributor: Crew
Tel: (011) 233-1111
www.logitech.com

Zykon Virtual Twister

[illegible]



Pros: Excellent Motion Sensitivity
28 programmable buttons

Cons: Confusing D-Pad
Uncomfortable to grip.

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Mercadian Masques pre-release attracts hundreds of players

[illegible]

Mercadian Masques™

[illegible]

The easiest way to get into Magic: The Gathering is with the new Starter gift box, complete with a 30 minute instructional video, two 40-card decks, an oversized card, playmat, play guide and rule book. These will be on sale before Christmas at CNA Interactive outlets around the country, at around R 30. CNA Interactive is also looking at the possibility of stocking the full range of product, making it easier than ever to pick up boosters when you need them.

Get into the Arena

[illegible]

URBAN CHAOS
EIDOS
Mucky Foot Productions Ltd
PC CD

One of the biggest gripes from the South African gaming consumer is the price of software and hardware in this country. The fact that piracy stems from the price of games is only an excuse for us to pirate the products. We assume that our distribution companies in South Africa are making tons of money off us to line their own pockets - is this so? I managed to corner one of the product managers of Multimedia Warehouse for our region and interrogate him for a few hours and this is what I came up with.

PRICE WARFARE

The South A[illegible] market is [illegible]

The Gamers Side

The Early Years

[illegible]

Current Day

[illegible]

The Corporate Side

The Early Years

[illegible]

Current Day

[illegible]

Who profits where?

[illegible] games, educational and music CDs.

Final note

[illegible] making money [illegible] the overseas distributor [illegible] Predator at R[illegible] [illegible] piracy [illegible] other local distributors [illegible] enough sales [illegible] then will we see price drops.

You probably wondering what the price of games has to do with Multiplayer Mayhem? Well, its such a controversial topic that the Ed decided you simply had to know. We'll be back to normal next month - this article will self destruct in 5-seconds, 4, 3, 2, ..

Imported Titles

Per unit [illegible] at currency rate	[illegible]
Shipping, All Valuers, customs and [illegible]	R 30.00
Imported cost for distributor	R 166.00
Distributor profit	R 8?.70 per unit [illegible]
Price to retailer	R 249.10 (R 219.00 Excl. VAT)
Retail price to consumer	R 299.00 [illegible]

Retailer profit R 5?.?? [illegible] most retailers have an average 25% - 35% mark-up)

Local Production

Royalty per unit [illegible] at currency rate	[illegible]
Average local CD, manual and box cost	[illegible]
Local production cost for distributor	[illegible]
Standard distributor mark-up [illegible]	[illegible]
Price to retailer	R 166.44 (R 146.00 Excl. VAT)
Retail price [illegible]	R 219.95 [illegible]

Retailer profit [illegible]

There is also [illegible] down to [illegible] advertising and showing displays to the distributor which are absorbed from a 2% rebate from the overseas distributor but if you do the figures it doesn't even cover the cost of a cup of coffee. If any profits are to made then [illegible] of the 500 units need to be sold [illegible] in SA!

SEPTERRA CORE
LEGACY OF THE CREATOR
GAMETRONIX
TopWare
Valkyrie
MONOLITH

Distributed by GameTronix, Suite 9 Ground Floor, 177 [illegible] Drive, Randburg. For more information contact Tel: (011) [illegible]-1072, Fax: (011) [illegible], gametronix@[illegible]
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The Demo Scene

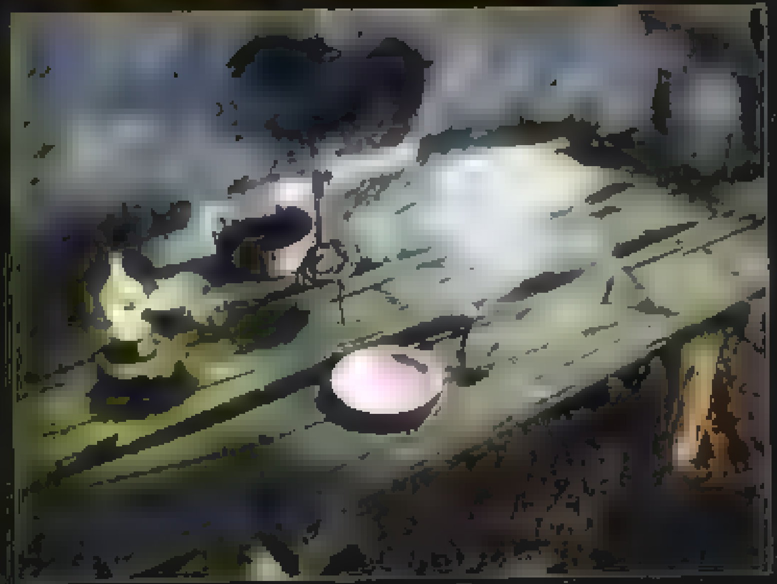
[illegible]

Teamwork and [illegible]

BY PAUL FURBER

HTTP://WWW.SURF.TO/DEMOS
SADEMO@EGROUPS.COM
MAVERICK@IS.CO.ZA

Quick. Think of the most talented people you know in programming, art or music. Chances are they are specialists in one - or perhaps two - disciplines. Most coders can't draw for toffee and plenty of musicians think coding a music player from scratch is trivial - until a coder shows them the 1000 lines of code that just mixes the music together 50 times per second. Artists of course live in a special world by themselves, untouched by reality or the ability to communicate effectively with non-artists. But you're going to need them on your team - they are a rare resource.



The point I'm getting to is that you'll have to cooperate with the other guys in your team if you want to finish a production. Finishing is actually one of the very best measures of the skill and determination of a demo crew. Ideas are cheap. To turn your idea into a finished, polished, debugged and working production with all the highs and disappointments along the way is what counts. To achieve that means working together with other members who have different skills. This becomes even more important when (or if) you decide that you want to do a game. Some evidence to back this up comes from the Open Source movement. (To broadly define it quickly would be impossible, but I mean those groups of volunteer programmers who write free software - such as Linux, BSD, Apache, GNOME, KDE and all the tools that go with them). Despite Open Source's proven stability and superior methodology, over 80% of all projects started in Open Source fail or never get past the beta stage.

The reasons are worth looking at because they give some insight into why you and your team might not finish a demo, or even get it to the point when you're reasonably happy with it.

Free software is written by volunteers. So are demos. Voluntary projects suffer from a number of unusual problems, the first being they are done by volunteers. When people give spare time, they don't owe it. They get no pay cheque and little outside reward. So when someone doesn't do something on time or loses interest, all you can do is grin and bear it. Volunteers also tend to be highly individual. So are demo sceners. When it comes to art and music, this can be a bonus. In the programming world, it can lead to disaster. One coder may prefer one language, another may despise it. One person's coding style will be completely different to another's - yet they might have to collaborate on the same troublesome piece of the project. Of course that's the fun of working together with different people - new ideas and different views can often help you solve problems by seeing things differently. But that won't help you on deadline. What will help is a number of guidelines laid down from the start of a project. None of these are my ideas; in fact most of them are shamelessly pinched

from a guide to writing free software (exactly which guide it is I can't remember but there are plenty on the Net to choose from).

1. Decide on a timetable. This doesn't have to be carved in stone - just as long as everyone knows what has to be finished and by when. Commercial game teams know the value of a well laid-out timetable - even only if they can see how far over deadline they are.

2. Decide on standards BEFORE you start. This includes how your project will fit together, which languages will be used, which libraries you're going to use and what tools will be needed. Chucking everything together the night before doesn't work too well. I know. I've tried it.

3. Make sure everyone in the team knows what they are expected to achieve.

If you can at least agree on some of these guidelines before you try and attempt a super-whizz-bang game or demo, then you'll have a head start.

By the time you read this Optimise will have come and gone. I look forward to seeing who knows all this already! ;)

RAYMAN 2
THE GREAT ESCAPE
Have you met Rayman, the humorous super hero with the fastest pace and the coolest actions?
Ubi Soft
WAREHOUSE

Important Information
This section is for PlayStation exclusively, PC gamers please see the cover CD where we place any new cheats for PC games. The archive on the CD is ongoing and contains all PC cheats to date. In the future we may consider placing a PlayStation cheat archive on the CD.

PLAYSTATION CHEATS

Legacy of Kain: Soul Reaver

Pause the game and then hold L1 or R1. Now enter Up, Up, Down, Right, Right, Left, Circle, Right, Left [illegible]

Press and Hold R2 + L2 while play[illegible]

When you get to Kain, you'll be in a room that is circular and has [illegible] different levels. You need to stay [illegible] bottom in the centre. There [illegible] a thing here that restores all your health back to normal and keeps it there. When Kain shoots you with his energy ball, stay on it until you have full health again. Then look around until you see a big blue energy ball and run towards it. Kain is making the energy ball. Quickly slice him with your Soul Reaver. Keep this [illegible] until you have killed him. During the end of the battle he will go to the very top of the room where you can't see his energy bar. At this point just run to where you think he is. It may take a few [illegible]es, but you can beat him without [illegible]

[illegible] activate these codes, pause the [illegible] then press and hold L1 and R1. When the game is resumed the cheats [illegible]

Down, Circle, Up, Left, Up, [illegible]

Right, Right, Left, Triang[illegible]

Point Blank 2

In the Point Blank Castle Mo[illegible] will see two little men riding ba[illegible] looking up towards the top of the [illegible] them. You may shoot them for [illegible] just because they are there.

Wip3out

[illegible] the fast pace and accidental [illegible] feel free to abuse these cheats [illegible] then game se[illegible] set the default names [illegible] enter the following names t[illegible] corresponding cheat code. A [illegible] on the screen will confirm [illegible]

Enter 'DEPPHEE' as the de[illegible] in the options menu.

E[illegible] S as the default name in the options menu.

[illegible] the options menu.

Enter 'DEPUTY' as the default name in the options menu.

Enter 'MOUNIACE' as [illegible] name in the options menu.

Enter 'GRANDIA' as the default name in the options menu.

Enter 'BUNTY' as the d[illegible] in the options menu.

[illegible]

Enter 'CANNER W' as the default name in the options menu.

Enter 'THUMAIR' as the default name in the options [illegible]

Enter [illegible] as the de[illegible] in the opti[illegible]

Enter 'WIZZPIG' as the d[illegible] in the options menu.

[illegible] as the default name [illegible] the options [illegible]

Enter 'WIZZPIG' as the default name in the options menu.

[illegible] on Autopilot if [illegible] choose which way [illegible]

Rev your engine on the starting [illegible] so that when it says 'Go!' blue bar is equal to where the [illegible] go over the grey one ends at bottom of the [illegible]

[illegible] hit [illegible] Autopilot as the weapon no matter how late. If you hit the wall there will be [illegible]

Finish all the tracks using all teams with [illegible] race mode then pick the prototypes option [illegible]

Besides using the cheats, y[illegible] do things the hard way [illegible] are a total of eight tracks [illegible] eight racing teams. Here's how to open all of them in single-race mode. Note that you must do this separately for each racing class: Vector, Venom and Rapier. Finish all four initial tracks at gold with any one team to open the fifth track, M. Fumai. Finish M. Fumai at [illegible] sixth track, P. Mar [illegible] Finish P-Mar Project at gold with three different teams to open the seventh track, Manor Top. Beat Manor Top at gold with all four (initial) teams to open the eighth track, Terminal. Beat Terminal at gold with all fou[illegible] team, Qirex RD. Beat any two tracks at gold with Qirex RD to open the sixth team, AG 5. Beat any three tracks at gold with AG-5 to open the seventh team, Assegai. Beat any

[illegible]

Shadow Man

[illegible]

[illegible] there. At the same [illegible] had 24 Dark Souls, and that ma[illegible] a difference, but I don't [illegible]

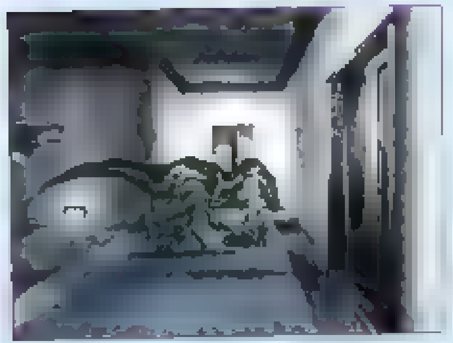
G-Police 2: Weapons of Justice

Start [illegible] screen appears hold L1, L2, R1, Circle. You should hear a [illegible]

[illegible]

Dino Crisis

[illegible]

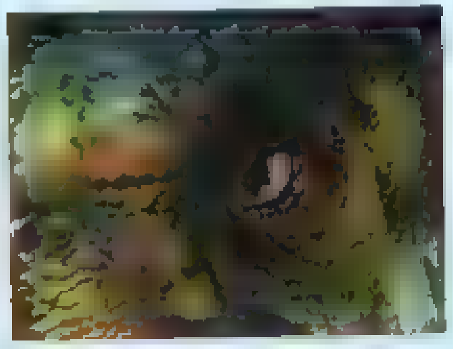


and the key is DCFGI take DCFGI away from HBDEFACDI to get the password HEAD. Also, the D.D.K [illegible] downstairs is 'NEWCOMER' for the [illegible] you have to have both 'N[illegible]

When you finish the game for the [illegible] costumes. If you play through the game twice you will get a 4th out[illegible] it will change her into a cave girl, almost as though she came from the portal. An extra bonus for getting this is that if you check [illegible] guns at your EQUIP menu, they will have turned to an ancient type [illegible] They will still function like normal though.

When you have seen all three endings to Dino Crisis (you must play three separate games from start to finish), Regina not only starts [illegible]

[illegible] 5 hours the game will [illegible] mini-game called Operation Wipe Out. Here you have to kill all the [illegible]



[illegible] You only get a limited [illegible]

All-Star Tennis '99

[illegible] any player and court and start a normal game. While you are [illegible] will confirm the [illegible]

Please send all cheat requests to [illegible]

COMMAND & CONQUER TIBERIAN SUN STRATEGY GUIDE

Over a month has now passed since Tiberian Sun was released, and thousands of battles have already been fought around the globe. In this two-part feature we discuss some winning concepts to help you in your cause. This month we take a look at some basics, and analyse GDI in detail.

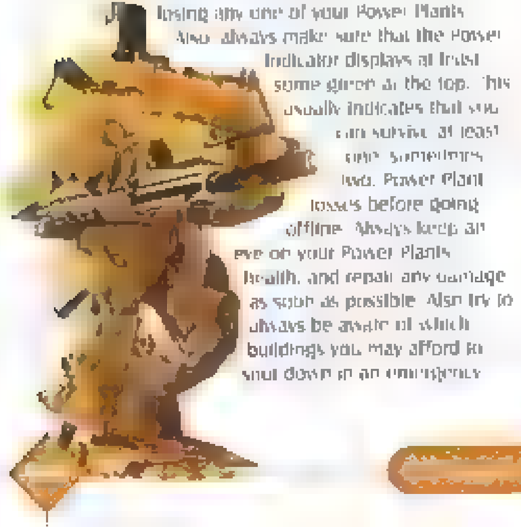
BASIC CONCEPTS

[illegible]

[illegible] resource collection is one of the keys to Tiberian Sun, as is the case with all real-time strategy games. Even when starting with maximum credits, it is easy to ignore resource gathering and keep building, with the result that once the credits are finished, it becomes apparent that the economy cannot support the production facilities. As in the original Command & Conquer, still the most efficient ratio of Harvesters to Refineries is initially 2-to-1 respectively. The more Refineries the better, to [illegible] [illegible] Although the Harvesters AI has been upgraded to prevent them from trying to harvest, say, directly under an Obelisk of Light, they are nonetheless still not the brightest unit on the battlefield. It is not unknown for Harvesters to insist on heading for the farthest refinery possible to off-load. To solve this, it becomes important to increase the number of Refineries, but to allow the ratio of Harvesters to Refineries to slide toward [illegible]. Also avoid having two bases that are far apart. Rather keep clustered or, preferably, scatter refineries evenly across the map. Try not to have many jobs on hold simultaneously and plan what you will be building and when, and keep a small reserve of credits for structure repairs (and unit repairs, if you are playing GDI).

POWER MANAGEMENT

A very common prime target for experienced players of Command & Conquer are the opponent's Power Plants. This is largely due to the fact that many players tend to cut their power supply too fine. In the early game, try to build several low-grade Power Plants rather than one or two advanced ones. This will ensure that no single Power Plant is providing too large a portion of the power supply, therefore reducing the impact of losing any one of your Power Plants. Also, always make sure that the Power Indicator displays at least some green at the top. This usually indicates that you can survive at least one, sometimes two, Power Plant losses before going offline. Always keep an eye on your Power Plants' health, and repair any damage as soon as possible. Also try to always be aware of which buildings you may afford to shut down in an emergency.



Bear in mind that low power means reduced building rates, so everything takes longer; some defensive structures also require power in order to fire (Obelisk of Light, Surface to Air Missiles and the RPG Tower).

BASIC B[illegible]

How you spend your initial funds will determine how well you do in the later game. The most basic and versatile build order (for medium to high starting resource games) is as follows: deploy your MCV, build a Power Plant, build a Barracks (build a [illegible] NOD), build a Refinery while training 6-8 light infantry (use the first 3 or 4 to scout with, the remainder to defend with), build a War Factory, build a Power Plant while building a Harvester, build a Refinery, build a Power Plant, Radar, Refinery, Power Plant, etc. At various points during this procedure you should be placing defensive structures and generating units. Of course, this build order is not even possible in games with starting credits below 3000, and is far from advisable in games of under 6500 credits. However, it can be modified in any way necessary to suit your needs. Remember that the lower the starting credits, the sooner you need to get your income rolling, and the cheaper the troops you should build initially.

GLOBAL DEFENSE INITIATIVE

[illegible]

GDI enjoys the most effective anti-personnel defence around: the Vulcan Cannon tower. This gun has moderate range and often hits two or even three infantry units at a time. In the early game two well-placed Vulcan Cannons will adequately defend both the Construction Yard and the first Refinery (if they have been placed sufficiently close to each other). These, supplemented by Light Infantry and a couple of Disc Throwers, will discourage any early attacks, including those based on Engineers. One or two more Vulcan Cannons should be thrown up in a planned fashion to protect Power Plants and [illegible] War Factory and Refineries.

GDI [illegible]

In Red Alert, the emphasis was on armoured units. This is no longer the case in Tiberian Sun. It is vitally important to maintain a balance of unit types. With GDI, infantry truly come into their own because of Medics. The presence of just a few Medics within the ranks of your infantry will ensure their longevity. Bear in mind that Tiberian Sun features unit experience, and so infantry that are no longer expendable become very useful. Infantry gain promotions the quickest, and so it is quite possible with a balanced cadre of Light Infantry, Disc Throwers and a few Medics, to create an elite force quite quickly. Such a squad, if looked after properly and not thrown into suicide missions, can remain useful right into the final stages of the game. They can also be used to clean up armoured units that have fallen prey to EMP attacks. Flying Infantry are also important, as they are the GDI infantry unit capable of shooting at air units (in fact, Flying Infantry are the only unit in the game that can shoot at air units while itself in the air). Flying Infantry are also afforded partial immunity in the early game due to the small number of units capable of hitting them while they are aloft.

[illegible]

Not long into the game, most players will be building all sorts of armoured units. By this stage, therefore, you need to be building some RPG Towers. These are exceptionally effective against all sorts of mechanised units, especially if you keep an eye on them and repair any damage immediately. They are particularly effective at taking out APCs, which is the most common Engineer delivery system. Also place a couple of SAM Towers. These should be placed such that they intercept incoming aircraft as early as possible (so throw them slightly forward, but next to ground defences). Remember that SAMs have very long ranges, so you can spread them a bit. You will also need to build an EMP Cannon, which is especially useful against Artillery, Stealth Tanks and subterranean units, as well as against other Titans and Wolverines. It is also at this point that walls become viable. It is usually a good idea to wall off the Construction Yard, if possible. In general, if you can't wall an area off, then use walls to guide your enemies into your defences and restrict access to important structures. Remember that GDI towers integrate into walls. Pavements are useful occasionally to restrict subterranean units and to reduce crater damage within your base, but it can be hard to judge when the expenditure is worth it.

[illegible]

GDI definitely have the most brutish armoured units. Titans pack a very hard punch with a reasonable range, and Wolverines chop infantry up. Once again, keep a balance of unit types, so try building equal numbers of Titans, Wolverines and Hover MRLS. Keep in mind their strengths and weaknesses. Titans and Wolverines are too heavy for thin ice (for instance), and Hover MRLS can cross water [illegible] [illegible]. Also never send an attack comprised of armour alone; send infantry in with it — you will find it far easier to deal with enemy infantry pests, and will be able to deal with a wider variety of threats. Hover MRLS are very important. They are one of few GDI units that can shoot at all targets, and have very good range against both ground and air targets. They also can cross Tiberium veins without harm, as can Wolverines (the only mechanical combat units that [illegible]). A [illegible] but non-combat unit at GDI's disposal is the Mobile Sensor Array. Its ability to detect cloaked and subterranean units makes it invaluable, and your base should always be covered by at least one of these, and at least one should be available to participate in attacks, especially against NOD. What makes the Mobile Sensor Array useful even against GDI is the fact that it detects enemy units within a radius and displays them on your Radar Mini-map, even if you haven't explored there yet, or if in fog-of-war.

THE ROLE OF APCS

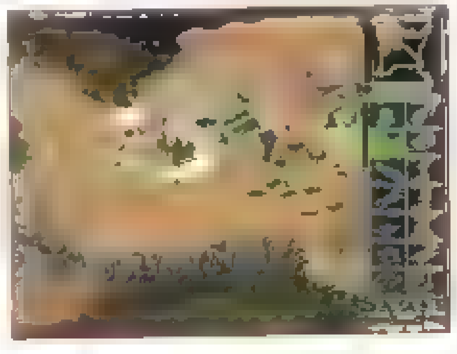
One of the most important GDI mechanised units, the Amphibious APC acts as a fast-delivery system for all kinds of infantry. Their most popular use is to carry Engineers around, and deservedly so, but they can also carry the Ghost Stalker and other units, if need be. Not only does the APC protect its passengers from Tiberium poisoning, but it can also cross water. This makes it invaluable for strikes at places where opponents least expect them. Their ideal companion is the Hover MRLS, as it can also travel over water, and can deal with any armoured threats while the APC squashes any infantry it comes across. Keep in mind that the APC is not very tough, so [illegible] must be [illegible] to keep it out of danger when possible.

[illegible]

GDI has at its disposal the most versatile air force, with three different air units at their disposal. One of the handiest uses for a Carryall is the ability to rapidly transport an MCV across great distances and any terrain. Another use is as fast-ferries for Mammoth MkII and Disruptors, as well as Mobile Sensor Arrays and APCs loaded with troops. Orca Fighters are good interdiction units, useful [illegible] large threats even if mobile. Orca Bombers are truly devastating to any static set-up, but are fairly erratic against moving targets. An Orca Bomber [illegible] unleashing its payload somewhat before its designated target point, and carries [illegible] what lies [illegible] the target point, then comes back for [illegible]. [illegible] target points and approach angles [illegible] and the most damage. Bear this in mind when sending [illegible] [illegible] take the time to direct them in order [illegible] better angle — the time spent this way will be well [illegible], considering the [illegible] Bombers release here.

[illegible]

Both sides in Tiberian Sun have a number of superweapons, some of them derived from Command & Conquer. GDI still [illegible] [illegible] Cannon, and also boasts the Firestorm Defence as well as the Mammoth MkII and [illegible] [illegible]. Even Disruptors should be classed in this category. None of these weapons [illegible] huge numbers, so the key is their efficient and effective use. When using an [illegible] [illegible] don't [illegible] shots because you can. Rather try to integrate an Ion [illegible] attack [illegible] with air units, Engineer assaults, armoured or infantry attacks or any combination thereof, even if you have to wait a little longer to do so. Some targets are more worthwhile than others. For example, even a [illegible] Ion Cannon strike at an Obelisk of Light will destroy it. The same for Power Plants: no Power Plant can survive an accurate direct hit. Other structures that [illegible] Ion Cannon strike: Component Towers with any upgrades (and without), NOD SAMs, [illegible] Tunnels, Helipads (note: if a Helipad is destroyed, so is any unit currently docked with it. The same applies to Repair Bays). Mammoth MkIIs should have Orca Carryalls to ferry them around, as should Disruptors. Take advantage of the Mammoth MkII's and the Ghost Stalker's railguns by targeting something beyond your intended target — this way you will strike multiple targets. Remember that the Ghost Stalker heals in Tiberium. You will never require large numbers of Disruptors; choosing their targets carefully will reap greater benefits. Target them as you would the other superunits, as the disruption beam hits anything it passes over, except [illegible] friendly Disruptors.

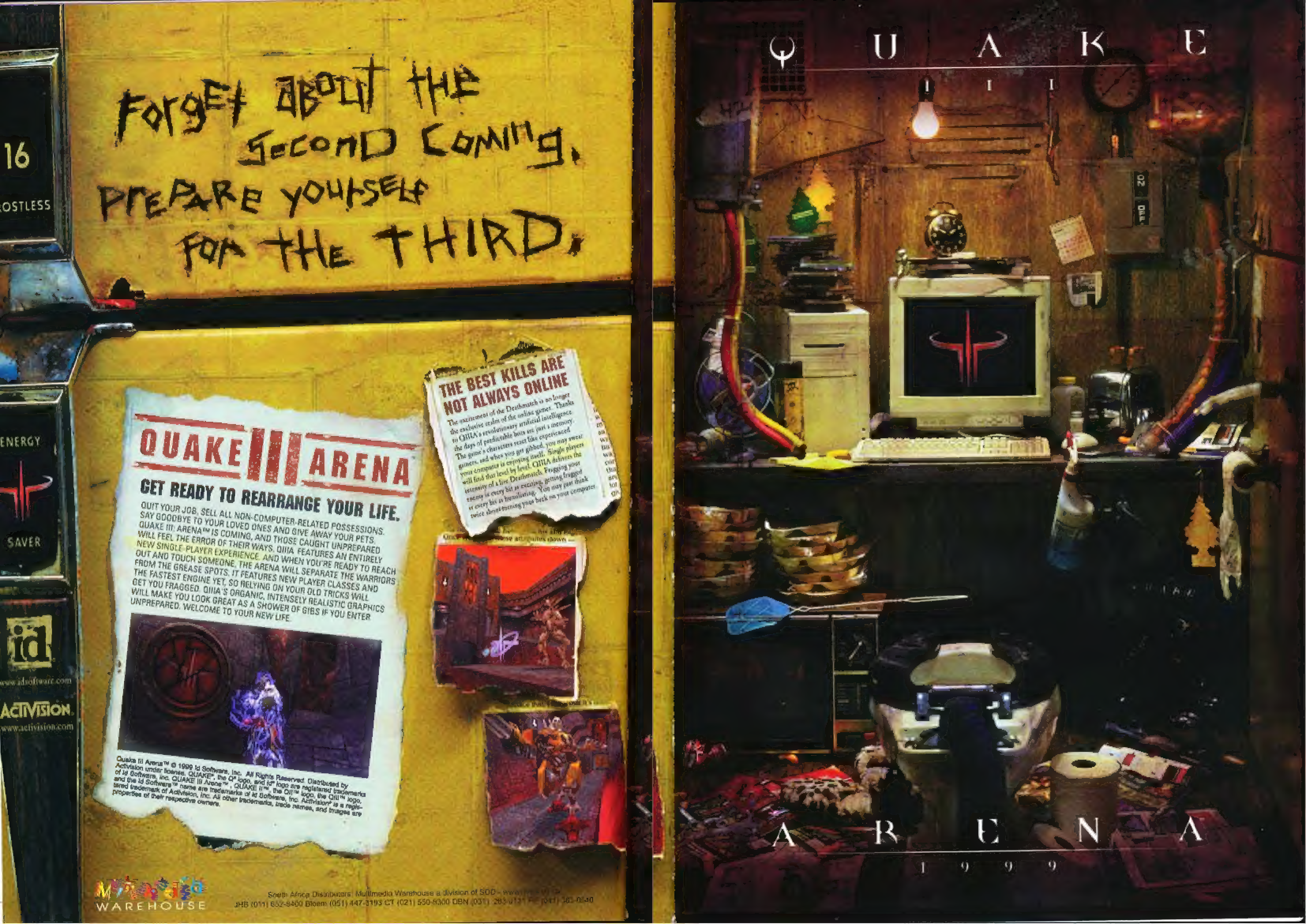


SAMPLE STRATEGIES

While space does not permit a lengthy discourse on numerous strategies, here are a few more pointers. In the early game, rely quite heavily on infantry. Build several Light Infantrymen, then switch over to some Disc Throwers. As soon as your first infantryman is injured (or earlier, if funds permit), train a Medic. As soon as you are able, train another one. This way they can heal each other too. Continue to build infantry even after your War Factory is up — this is the only way you can take advantage of multiple production facilities (because they are different). Consider taking a force consisting of around 8 Light Infantry, 8 Disc Throwers, 4 Medics, 4 Flying [illegible] [illegible] Titans, [illegible] Wolverines, 3-4 Hover MRLS and an APC with a couple of Engineers into an opponent's base. Used correctly, this force might just end the game! These numbers aren't fixed, of course, but are an example. However, if you can put together a force like this early enough, it can be very difficult to defend against. In the later game you might consider bringing 1 or 2 Orca Bombers and 1 or 2 Orca Fighters in with the rest to pave a way. The final touch is to [illegible] out a few Carryalls, then load 2 or 3 with Disruptors, one with a Mammoth MkII, another 1 or 2 with Mobile Sensor Arrays, and finally one with an APC containing a Ghostalker and a handful of Engineers. Optionally, another Carryall can fly in an MCV in order to build structures offensively.

We hope this classified run-down will help GDI commanders who are fighting to do the right thing!

Next month we will discuss some advanced concepts and take a long, hard look at the options available to The Brotherhood of NOD.



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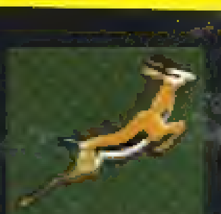

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Send Off

Firstly I would like to congratulate our Editor-in-Chief, Warren Steven and his wife, Tracy on their healthy new baby daughter Kiara (picture enclosed). She was born on the 18th of October at 1:40 PM, right in the middle of our make-up week I might add. She definitely has the timing of her father, lets just hope as she gets older she doesn't have his accurate aim in Quake Arena, otherwise I might have to give up the game for good. On the other hand if she takes after her mother Microsoft will have to develop a few new variations of Solitaire to keep the game challenging. Once again, congratulations to her distraught and very tired new parents.

DON'T EVER GO NEAR THE BOTTOM HALF OF THEM!

As for the games that came in for this month I can just say that the distributors have no idea about timing. Up until two weeks before we had to go to print we were worried about not receiving any new titles for review, and then the tide of games hit us. Age of Empires II arrived days before print and we had to lock poor R.A.V.E.N. away in a room so he could finish it and get the review out on time. He came out afterwards - passed the copy to the Editor and promptly passed out, of course all it took to get him awake again was a strategy game running in the background. Eidos Interactive has also made their re-appearance into the South African market after they were absent for a short period of time. Crow now officially distributes their games so everyone can look forward to all their exciting new titles such as Omnikron: Nomad Soul, Revenant, Tomb Raider: The Last Revelation and so on being available here. I have also heard word that Microprose and Hasbro will be back in South Africa at the beginning of next year, hopefully in time for Grand Prix 3. Things are definitely looking up in the gaming market as we approach the festive season.

As for what games are coming for our December/January issue, I will pass you on to our Editor who seems to be having a slight problem with his predictions lately. What did he say earlier this year 'It's easy, all you do is look at the local release list and put in the names of the biggest titles coming for the month', yeah right! The popular developer saying 'It will be ready when it's done' still holds true and release dates change on a daily basis.

We need to come clean... We don't have a clue what's coming next month, sorry!

RESIDENT EVIL 3
NEMESIS

Boo! Scared? You should be, it has been a little while since we saw Resident Evil 2 and it's still difficult to forget just how scary that game was... Even now as these letters and words are appearing in your mind, somewhere, a zombie is eating someone. This next game promises to deliver a survival horror adventure of epic proportions. Should be here any day now... and we can't wait.

BATTLEZONE II

Some people hated it and others loved it. The first game in this series was a definitive genre buster that had many people enthralled with its unique blend of strategy and first person combat. The second game looks even better and the developers are hoping that the sequel will make its mark on the mainstream market. We'll check it out for you next issue and tell you what we think, if it arrives, ever...

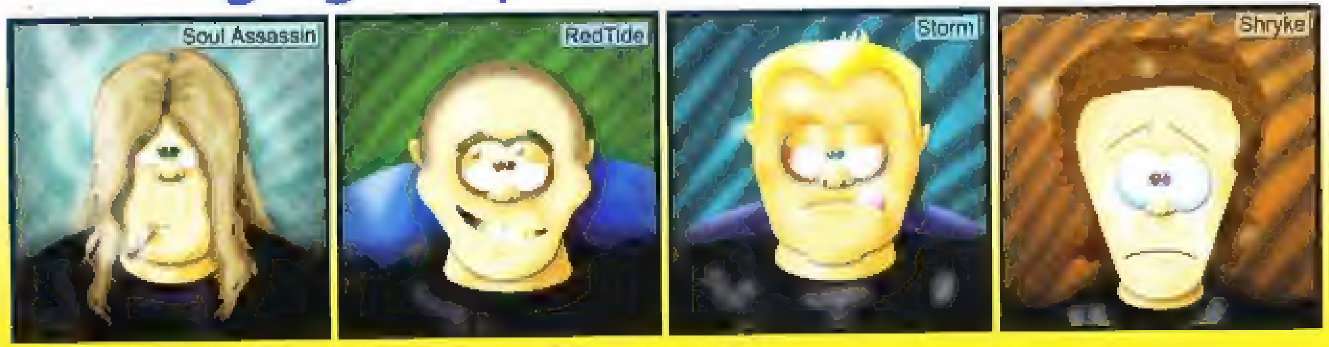
Into the dungeon we go, again, for the second time, been there, died many times, ran away, you know... that dungeon, remember? Well Diablo 2 will be arriving soon and we've already had nine vicious fistfights in the office (mostly just pushing and name calling really) over who will be reviewing this monster title. So, to find out who pushes the hardest and knows the dirtiest names read our December issue.

The PlayStation isn't really the first place you'd go looking for an adventure game inspired by the cult television series, the X-Files now is it? Well your search is over (if you were looking that is). This spooky, often confusing and utterly engrossing series will be beaming down onto a PlayStation disc soon. The only mystery that remains is... will it ship on time?

This unique new title is promising to mould a new genre as players are sent on challenging missions of increasing difficulty to swat flies. As you progress through the game you'll be faced with new environments to play in including a greasy downtown restaurant and a local municipal dump, with huge car-sized flies. Players will even get to pilot a giant flyswatter. [*What rubbish, who writes this stuff anyway? - Ed*]

a NAGging suspicion...

The many faces of Quake
written and illustrated by Shryke



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